21-S3-C72K8/P72K8-122000

USER'S MANUAL

S3C72K8/P72K8
4-Bit CMOS
Microcontroller
Revision 1

SAMSUNG ELECTRONICS

S3C72K8/P72K8

4-BIT CMOS
MICROCONTROLLER
USER'S MANUAL

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Preface

The S3C72K8/P72K8 *Microcontroller User's Manual* is designed for application designers and programmers who are using the S3C72K8/P72K8 microcontroller for application development. It is organized in two parts:

Part I   Programming Model
Part II   Hardware Descriptions

Part I contains software-related information to familiarize you with the microcontroller's architecture, programming model, instruction set, and interrupt structure. It has five chapters:

Chapter 1	Product Overview	Chapter 4	Memory Map
Chapter 2	Address Spaces	Chapter 5	SAM48 Instruction Set
Chapter 3	Addressing Modes		

Chapter 1, "Product Overview" is a high-level introduction to the S3C72K8/P72K8, ranging from a general product description to detailed information about pin characteristics and circuit types.
Chapter 2, "Address Spaces" introduces you to the S3C72K8/P72K8programming model: the program memory (ROM) and data memory (RAM) structures and how to address them. Chapter 2 also includes information about stack operations, CPU registers, and the bit sequential carrier (BSC) register.

Chapter 3, "Addressing Modes" descriptions types of addressing supported by the SAM48 instruction set (direct, indirect, and bit manipulation) and the addressing modes which are supported (1-bit, 4-bit, and 8-bit). Numberous programming examples make the information practical and usable.

Chapter 4, "Memory Map" contains a detailed map of the addressable peripheral hardware registers in the memory-mapped area of the RAM (bank 15). Chapter 4 also contains detailed descriptions in standard format of the most commonly used hardware registers. These easy-to-read register descriptions can be used as a quick-reference source when writing programs.

Chapter 5, " SAM48 Instruction Set," first introduces the basic features and conventions of the SAM48 instruction set. Then, two summary tables orient you to the individual instructions: One table is a high-level summary of the most important information about each instruction; the other table is designed to give expert programmers a summary of binary code and instruction notation information. The final part of Chapter 5 contains detailed descriptions of each instruction in a standard format. Each instruction description includes one or more practical examples.

A basic familiarity with the information in Part I will make it easier for you to understand the hardware descriptions in Part II. If you are familiar with the SAM48 product family and are reading this user's manual for the first time, we recommend that you read chapters 1–3 carefully, and just scan the detailed information in Chapters 4 and 5 very briefly. Later, you can refer back to Chapters 4 and 5 as necessary.

Part II "hardware Descriptions" has detailed information about specific hardware components of the S3C72K8/P72K8 microcontroller. Also included in Part II are electrical, mechanical, OTP, and development tools data. Part II has 13 chapters:

Chapter 6	Oscillator Circuit	Chapter 12	LCD Controller/Driver
Chapter 7	Interrupts	Chapter 13	Comparator
Chapter 8	Power-Down	Chapter 14	Serial I/O Interface
Chapter 9	RESET	Chapter 15	Electrical Data
Chapter 10	I/O Ports	Chapter 16	Mechanical Data
Chapter 11	Timers and Timer/Counters	Chapter 17	S3P72K8 OTP
		Chapter 18	Development Tools

Two order forms are included at the back of this manual to facilitate customer order for S3C72K8/P72K8 microcontrollers: the Mask ROM Order Form, and the Mask Option Selection Form. You can photocopy these forms, fill them out, and then forward them to your local Samsung Sales Representative.

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1 PRODUCT OVERVIEW

OVERVIEW

The S3C72K8 singl-chip CMOS microcontroller has been designed for high performance using Samsung's newest 4-bit CPU core, SAM48 (Samsung Arrageable Microcontrollers). With a two-channel comparator, up-to-320-dot LCD direct drive capability, 8-bit timer/counter, watchdog timer and serial I/O, the S3C72K8 offers an excellent design solution for a wide variety of applications which require LCD functions.

Up to 27 pins of the 80-pin QFP package can be dedicated to I/O. Seven vectored interrupts provide fast response to internal and external events. In addition, the S3C72K8's advanced CMOS technology provides for low power consumption and a wide operating voltage range.

OTP

The S3C72K8 microcontroller is also available is OTP (one time programmable) version, S3P72K8.
S3P72K8 microcontroller has an one-chop 8 Kbyte one time programmable EPROM instead of masked ROM.
The S3P72K8 is comparable to S3C72K8, both in function and in pin configuration.

FEATURES

Memory

— 8 K × 8-bit RAM

— 1,024 × 4-bit ROM

27 I/O Pins

— Input only: 4 pins

— I/O: 15 pins

— Output: maximum 8 pins for 1-bit level output (sharing with segment driver outputs)

Comparator

— Two channel mode: internal reference (4-bit resolution)

— One channel mode: external reference

LCD Controller/Driver

— 40 segments and 8 common terminals

— 3, 4 and 8 common selectable

— Internal resistor circuit for LCD bias

— All dot can be switched on/off

8-Bit Basic Timer

— 4 interval timer functions

— Watchdog timer

8-Bit Timer/Counter

— Programmable 8-bit timer

— External event counter

— Arbitrary clock frequency output

— External clock signal divider

— Serial I/O interface clock generator

8-Bit Serial I/O Interface

— 8-bit transmit/receive mode

— 8-bit receive only mode

— LSB-first or MSB-first transmission selectable

— Internal or external clock source

Bit Sequential Carrier

— Support 16-bit serial data transfer in arbitrary format

Watch Timer

— Timer interval generation: 0.5 s, 3.9 ms at 32,768 Hz

— Four frequency outputs to BUZ pin

— Clock source generation for LCD

Interrupts

— Three internal vectored interrupts: INTB, INTT0, INTS

— Four external vectored interrupts: INT0, INT1, INT4, INTK

— Two quasi-interrupts: INT2, INTW

Memory-Mapped I/O Structure

— Data memory bank 15

Two Power-Down Modes

— Idle mode (only CPU clock stops)

— Stop mode (main system oscillation stops)

— Subsystem clock stop mode

Oscillation Sources

— Crystal, ceramic, or External RC for system clock

— Main system clock frequency: 0.4 MHz–6 MHz

— Subsystem clock frequency: 32,768 kHz

— CPU clock divider circuit (by 4, 8, or 64)

Instruction Execution Times

— 0.67 us at 6 MHz (minimum)

— 0.95 µs at 4.19 MHz (minimum)

— 122 µs at 32,768 kHz (minimum)

Operating Temperature

— – 40 °C to 85 °C

Operating Voltage Range

— 2.0 V to 5.5 V

Package Type

— 80-pin QFP

BLOCK DIAGRAM

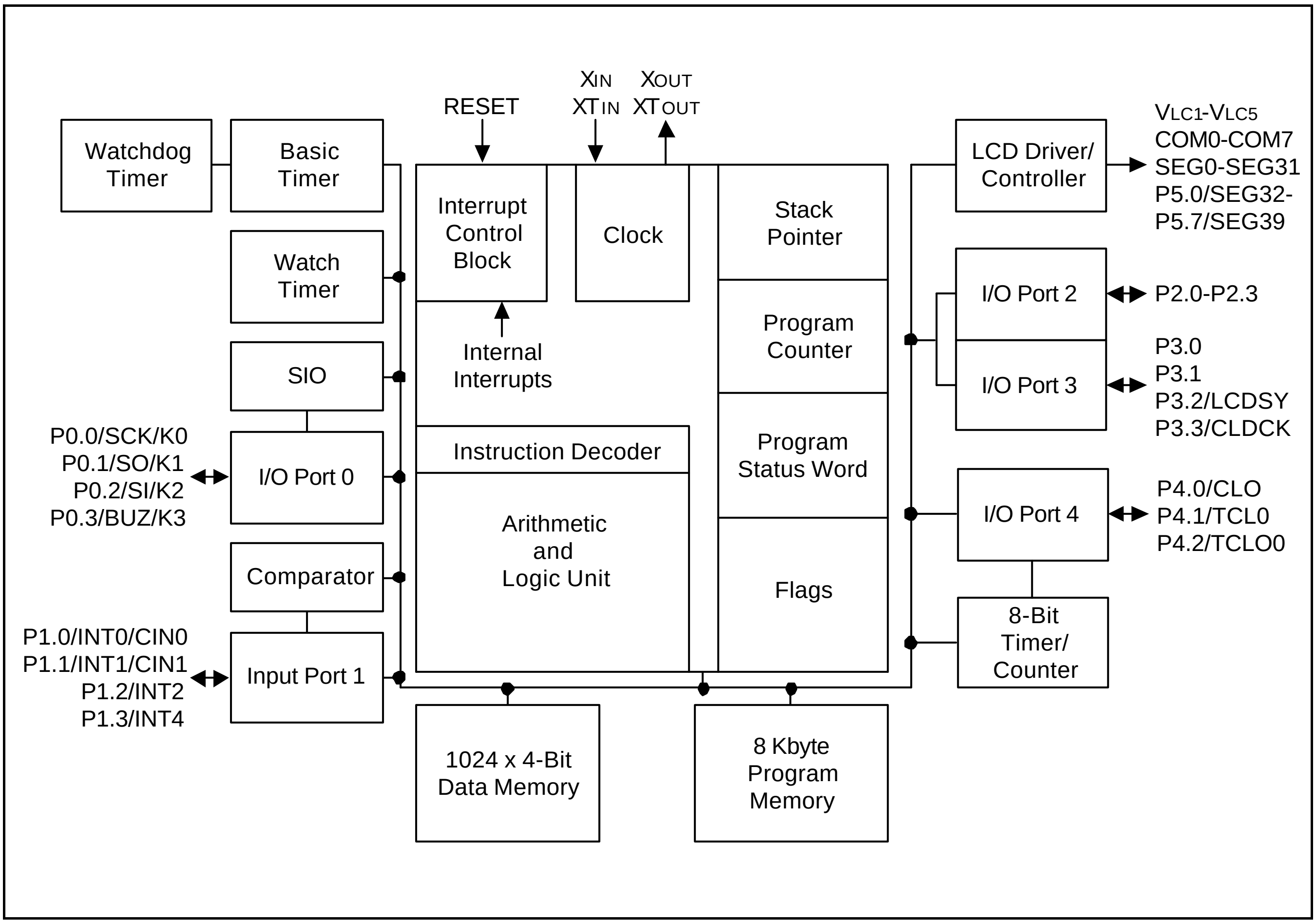


Figure 1-1. S3C72K8 Simplified Block Diagram

PIN ASSIGNMENTS

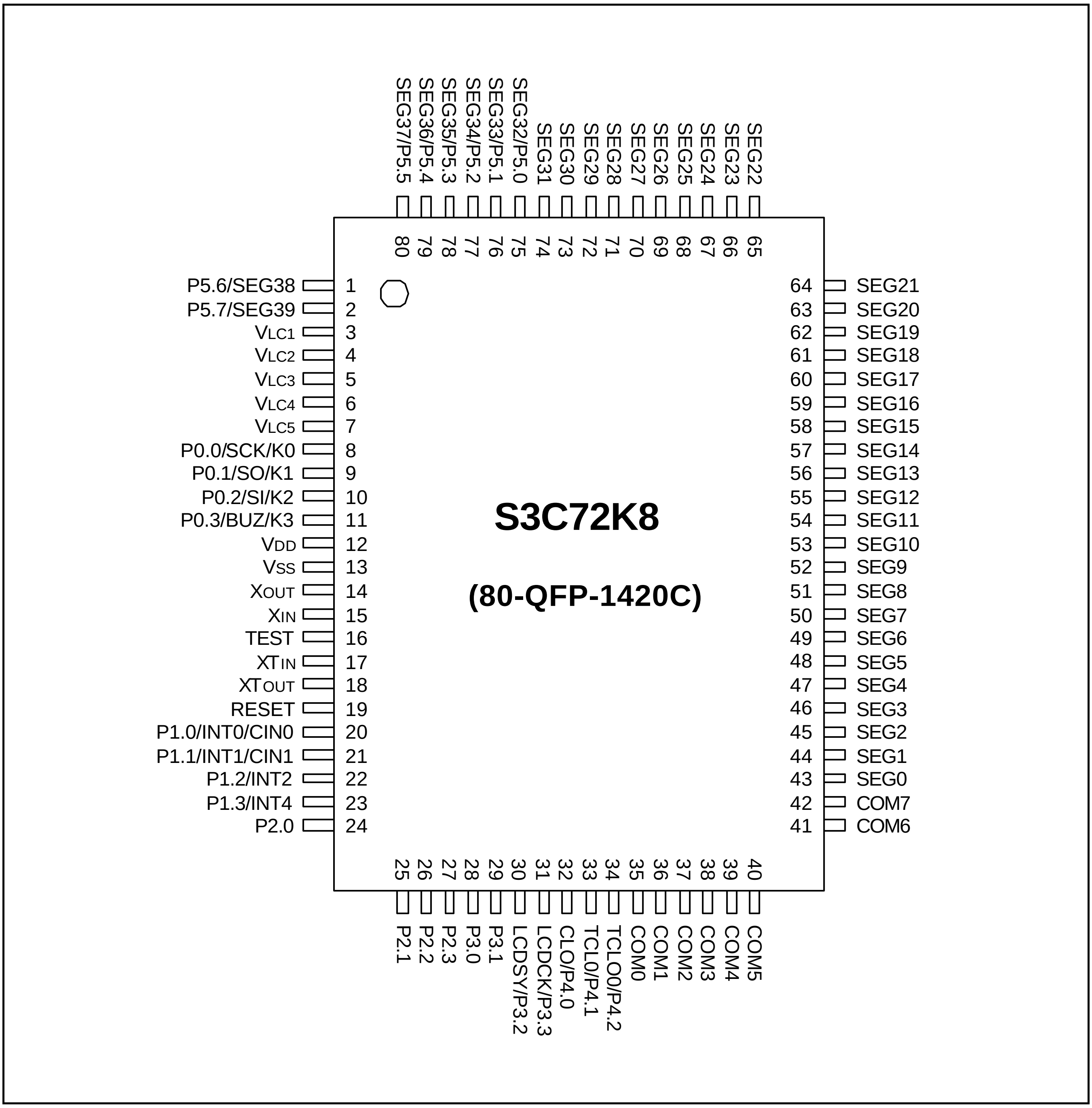


Figure 1-2. S3C72K8 80-QFP Pin Assignment

PIN DESCRIPTIONS

Table 1-1. S3C72K8 Pin Descriptions

Pin Name	Pin Type	Description	Circuit Type	Pin Number	Share Pin
P0.0 P0.1 P0.2 P0.3	I/O	4-bit I/O port. 1-bit or 4-bit read/write and test is possible. Individual pins are software configurable as input or output. Individual pins are software configurable as open-drain or push-pull output. 4-bit pull-up resistors are software assignable; pull-up resistors are automatically disabled for output pins.	E–2	8 9 10 11	K0/SCK K1/SO K2/SI K3/BUZ
P1.0 P1.1 P1.2 P1.3	I	4-bit input port. 1-bit or 4-bit read and test are possible. The 1-bit unit pull-up resistors are assigned to input pins by software. An interrupt is generated by digital input at P1.0, P1.1.	F–4 F–4 A–3 A–3	20 21 22 23	INT0/CIN0 INT1/CIN1 INT2 INT4
P2.0–P2.3	I/O	Same as port 0 except that 8-bit read/write and test is possible.	E–2	24–27	–
P3.0 P3.1 P3.2 P3.3				28 29 30 31	– – LCDSY LCDCK
P4.0 P4.1 P4.2	I/O	Same as port 0 except that port 4 is 3-bit I/O port.	E–2	32 33 34	CLO TCL0 TCLO0
P5.0–P5.7	O	Output port for 1-bit data	H–11	75– 80,1,2	SEG32– SEG39
SCK	I/O	Serial I/O interface clock signal	E–2	8	P0.0/K0
SO	I/O	Serial data output	E–2	9	P0.1/K1
SI	I/O	Serial data input	E–2	10	P0.2/K2
BUZ	I/O	2 KHz, 4 KHz, 8 KHz or 16 KHz frequency output at the watch timer clock frequency of 32.768 kHz.	E–2	11	P0.3/K3
K0–K3	I/O	External interrupt. The triggering edge is selectable.	E–2	8–11	P0.0–P0.3
INT0 INT1	I	External interrupts. The triggering edge for INT0 and INT1 is selectable.	F–4	20 21	P1.0/CIN0 P1.1/CIN1
INT2	I	Quasi-interrupt with detection of rising or falling edges	A–3	22	P1.2
INT4	I	External interrupts with detection of rising and falling edges	A–3	23	P1.3

Table 1-1. S3C72K8 Pin Descriptions (Continued)

Pin Name	Pin Type	Description	Circuit Type	Pin Number	Share Pin
CIN0 CIN1	I	2-channel comparator input. CIN0: comparator input or external reference input CIN1: comparator input only.	F–4	20 21	P1.0/INT0 P1.1/INT1
LCDSY	I/O	LCD synchronization clock output for display expansion	E–2	30	P3.2
LCDCK	I/O	LCD clock output for display expansion	E–2	31	P3.3
CLO	I/O	Clock output	E–2	32	P4.0
TCL0	I/O	External clock input for timer/counter 0	E–2	33	P4.1
TCLO0	I/O	Timer/counter 0 clock output	E–2	34	P4.2
SEG32–SEG39	O	LCD segment signal output	H–11	75–80,1,2	P5.0–P5.7
SEG0–SEG31	O	LCD segment signal output	H–6	43–74	–
COM0–COM7	O	LCD common signal output	H–6	35–42	–
V_{LC1}–V_{LC5}	–	LCD power supply. Voltage dividing resistors are assignable by mask option.	–	3–7	–
X_{IN}, X_{OUT}	–	Crystal, ceramic or RC oscillator pins for system clock.	–	15, 14	–
XT_{IN}, XT_{OUT}	–	Crystal oscillator pins for subsystem clock.	–	17, 18	–
V_{DD}	–	Main power supply	–	12	–
V_{SS}	–	Ground	–	13	–
RESET	I	Chip reset signal input	B	19	–
TEST	I	Chip test signal input (must be connected to V_{SS})	–	16	–

NOTE: Pull-up resistors for all I/O ports are automatically disabled if they are configured to output mode

PIN CIRCUIT DIAGRAMS

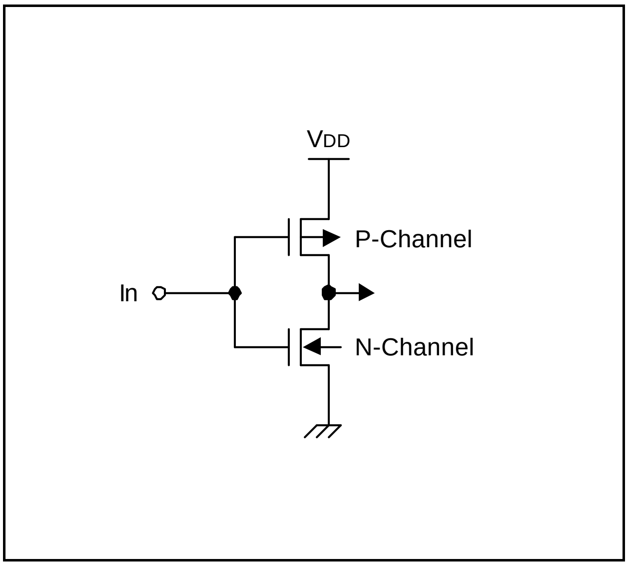


Figure 1-3. Pin Circuit Type A

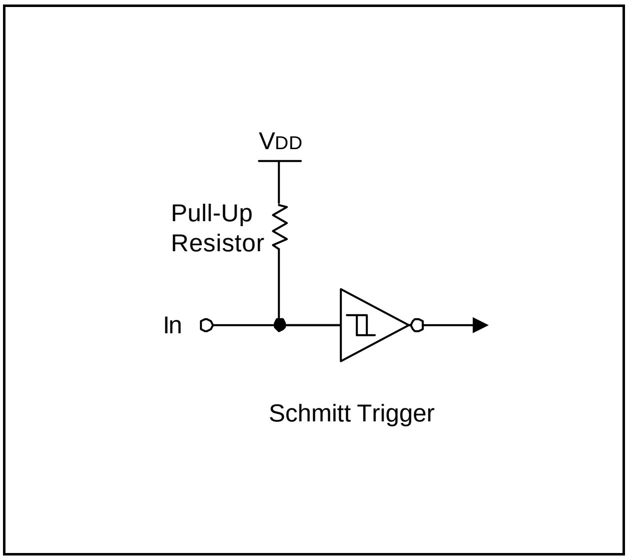


Figure 1-5. Pin Circuit Type B

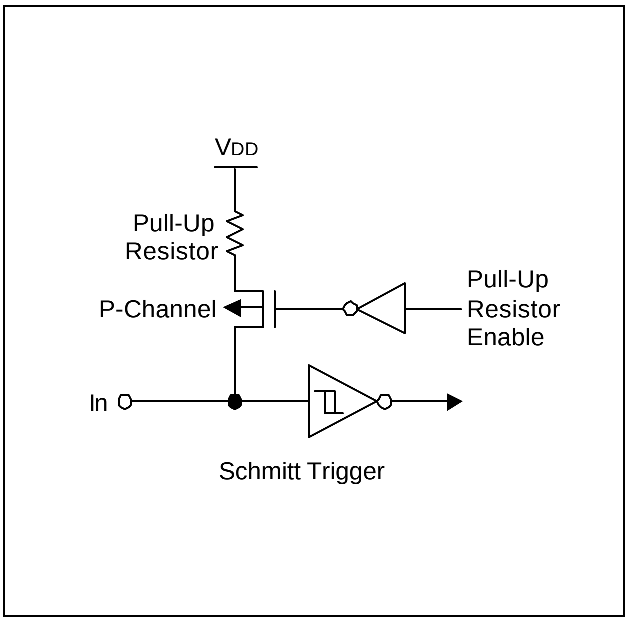


Figure 1-4. Pin Circuit Type A-3

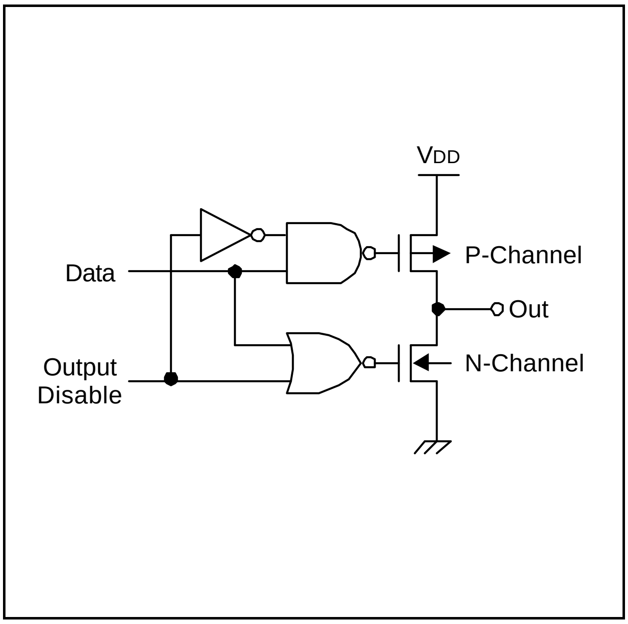


Figure 1-6. Pin Circuit Type 7

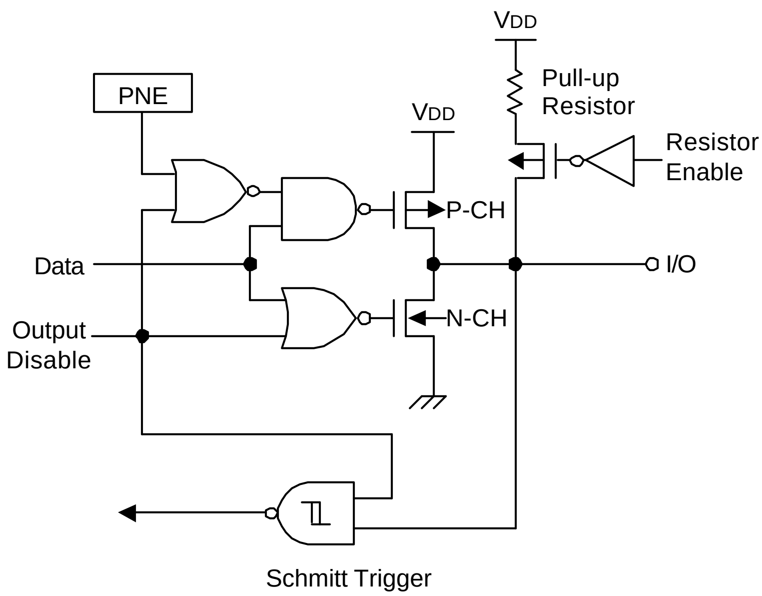


Figure 1-7. Pin Circuit Type E-2

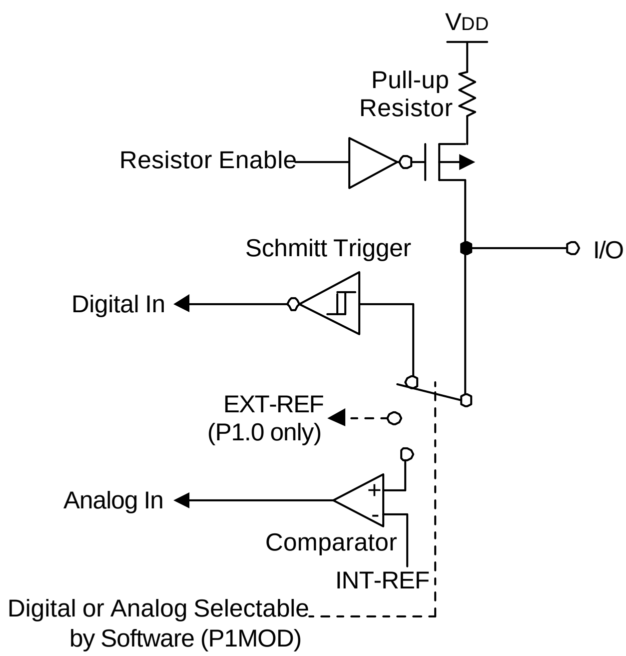


Figure 1-8. Pin Circuit Type F-4

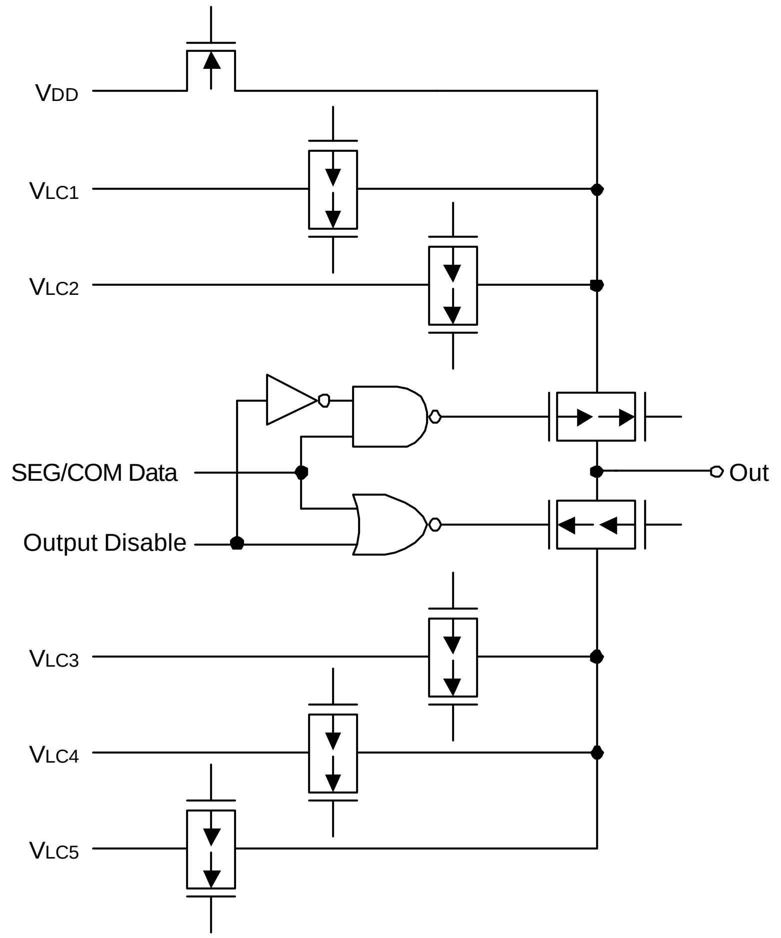


Figure 1-9. Pin Circuit Type H-5

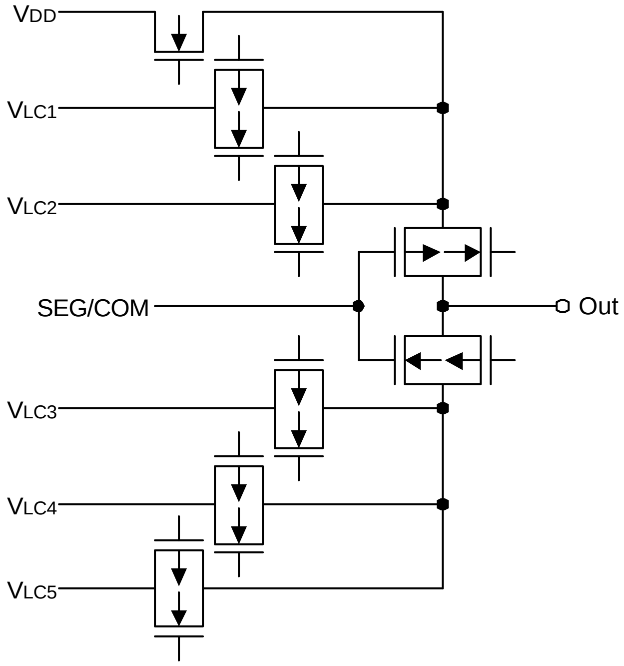


Figure 1-10. Pin Circuit Type H-6

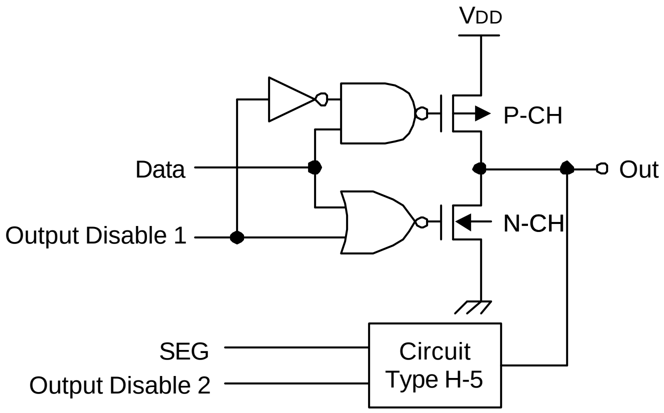


Figure 1-11. Pin Circuit Type H-11

2 ADDRESS SPACES

PROGRAM MEMORY (ROM)

OVERVIEW

ROM maps for S3C72K8 devices are mask programmable at the factory. In its standard configuration, the device's 8,192 × 8-bit program memory has three areas that are directly addressable by the program counter (PC):

— 16-byte area for vector addresses

— 96-byte instruction reference area

— 16-byte general-purpose area

— 8,064-byte general-purpose area

General-Purpose Program Memory

Two program memory areas are allocated for general-purpose use: One area is 16 bytes in size and the other is 8,064 bytes.

Vector Addresses

A 16-byte vector address area is used to store the vector addresses required to execute system resets and interrupts. Start addresses for interrupt service routines are stored in this area, along with the values of the enable memory bank (EMB) and enable register bank (ERB) flags that are used to set their initial value for the corresponding service routines. The 16-byte area can be used alternately as general-purpose ROM.

REF Instructions

Locations 0020H–007FH are used as a reference area (look-up table) for 1-byte REF instructions. The REF instruction reduces the byte size of instruction operands. REF can reference one 2-byte instruction, two 1-byte instructions, and 3-byte instructions which are stored in the look-up table. Unused look-up table addresses can be used as general-purpose ROM.

Table 2-1. Program Memory Address Ranges

ROM Area Function	Address Ranges	Area Size (in Bytes)
Vector address area	0000H–000FH	16
General-purpose program memory	0010H–001FH	16
REF instruction look-up table area	0020H–007FH	96
General-purpose program memory	0080H–1FFFH	8,064

GENERAL-PURPOSE MEMORY AREAS

The 16-byte area at ROM locations 000CH–001FH and the 8,064-byte area at ROM locations 0080H–1FFFH are used as general-purpose program memory. Unused locations in the vector address area and REF instruction look-up table areas can be used as general-purpose program memory. However, care must be taken not to overwrite live data when writing programs that use special-purpose areas of the ROM.

VECTOR ADDRESS AREA

The 16-byte vector address area of the ROM is used to store the vector addresses for executing system resets and interrupts. The starting addresses of interrupt service routines are stored in this area, along with the enable memory bank (EMB) and enable register bank (ERB) flag values that are needed to initialize the service routines. 16-byte vector addresses are organized as follows:

EMB	ERB	0	PC12	PC11	PC10	PC9	PC8
PC7	PC6	PC5	PC4	PC3	PC2	PC1	PC0

To set up the vector address area for specific programs, use the instruction VENTn. The programming tips on the next page explain how to do this.

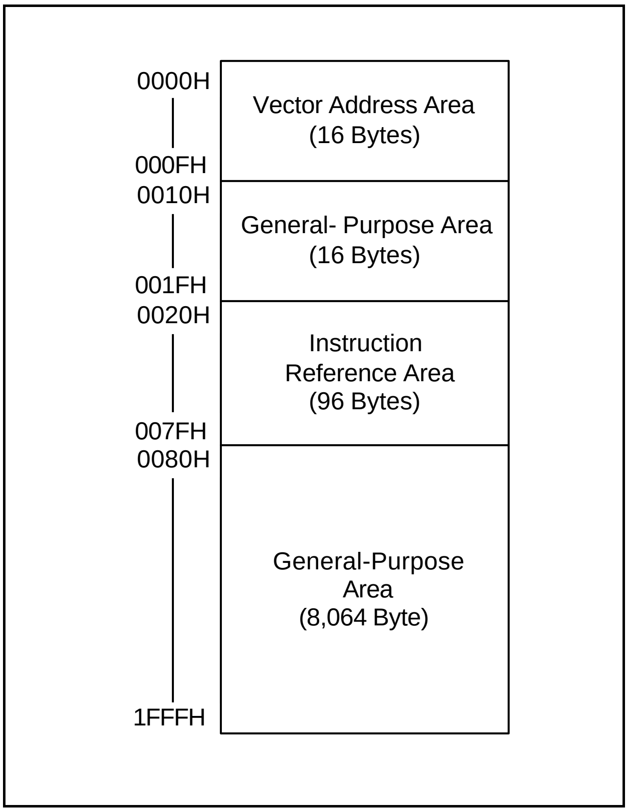


Figure 2-1. ROM Address Structure

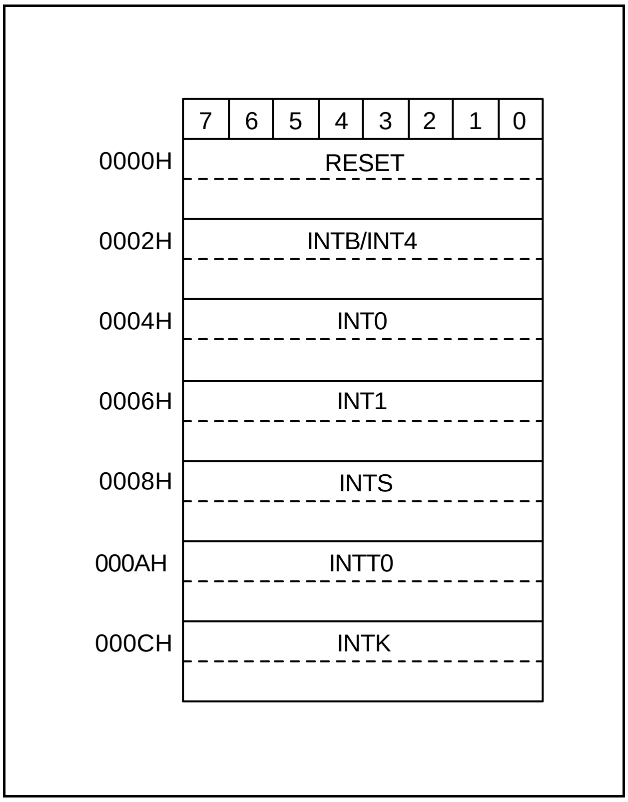


Figure 2-2. Vector Address Structure

☞ PROGRAMMING TIP — Defining Vectored Interrupts

The following examples show you several ways you can define the vectored interrupt and instruction reference areas in program memory:

1. When all vector interrupts are used:

```
        ORG     0000H
;
        VENT0   1,0,RESET        ;  EMB ← 1, ERB ← 0; Jump to RESET address
        VENT1   0,0,INTB         ;  EMB ← 0, ERB ← 0; Jump to INTB address
        VENT2   0,0,INT0         ;  EMB ← 0, ERB ← 0; Jump to INT0 address
        VENT3   0,0,INT1         ;  EMB ← 0, ERB ← 0; Jump to INT1 address
        VENT4   0,0,INTS         ;  EMB ← 0, ERB ← 0; Jump to INTS address
        VENT5   0,0,INTT0        ;  EMB ← 0, ERB ← 0; Jump to INTT0 address
        VENT6   0,0,INTK         ;  EMB ← 0, ERB ← 0; Jump to INTK address
```

2. When a specific vectored interrupt such as INT0, and INTT0 is not used, the unused vector interrupt locations must be skipped with the assembly instruction ORG so that jumps will address the correct locations:

```
        ORG     0000H
;
        VENT0   1,0,RESET        ;  EMB ← 1, ERB ← 0; Jump to RESET address
        VENT1   0,0,INTB         ;  EMB ← 0, ERB ← 0; Jump to INTB address
        ORG     0006H            ;  INT0 interrupt not used
        VENT3   0,0,INT1         ;  EMB ← 0, ERB ← 0; Jump to INT1 address
        VENT4   0,0,INTS         ;  EMB ← 0, ERB ← 0; Jump to INTS address
;
        ORG     000CH            ;  INTT0 interrupt not used
;
        VENT6   0,0,INTK         ;  EMB ← 0, ERB ← 0; Jump to INTK address
```

3. If an INT0 interrupt is not used and if its corresponding vector interrupt area is not fully utilized, or if it is not written by a ORG instruction as in Example 2, a CPU malfunction will occur:

```
        ORG     0000H
;
        VENT0   1,0,RESET        ;  EMB ← 1, ERB ← 0; Jump to RESET address
        VENT1   0,0,INTB         ;  EMB ← 0, ERB ← 0; Jump to INTB address
        VENT3   0,0,INT1         ;  EMB ← 0, ERB ← 0; Jump to INT0 address
        VENT4   0,0,INTS         ;  EMB ← 0, ERB ← 0; Jump to INT1 address
        VENT5   0,0,INTT0        ;  EMB ← 0, ERB ← 0; Jump to INTS address
        VENT6   0,0,INTK         ;  EMB ← 0, ERB ← 0; Jump to INTT0 address
;
        ORG     0010H
;
        General-purpose ROM area
```

In this example, when an INTS interrupt is generated, the corresponding vector area is not VENT4 INTS, but VENT5 INTT0. This causes an INTS interrupt to jump incorrectly to the INTT0 address and causes a CPU malfunction to occur.

INSTRUCTION REFERENCE AREA

Using 1-byte REF instructions, you can easily reference instructions with larger byte sizes that are stored in addresses 0020H–007FH of program memory. This 96-byte area is called the REF instruction reference area, or look-up table. Locations in the REF look-up table may contain two one-byte instructions, a single two-byte instruction, or three-byte instruction such as a JP (jump) or CALL. The starting address of the instruction you are referencing must always be an even number. To reference a JP or CALL instruction, it must be written to the reference area in a two-byte format: for JP, this format is TJP; for CALL, it is TCALL. In summary, there are three ways to the REF instruction:

By using REF instructions to execute instructions larger than one byte, you can improve program execution time considerably by reducing the number of program steps. In summary, there are three ways you can use the REF instruction:

— Using the 1-byte REF instruction to execute one 2-byte or two 1-byte instructions,

— Branching to any location by referencing a branch instruction stored in the look-up table,

— Calling subroutines at any location by referencing a call instruction stored in the look-up table.

☞ PROGRAMMING TIP — Using the REF Look-Up Table

Here is one example of how to use the REF instruction look-up table:

```
          ORG       0020H
;
JMAIN     TJP       MAIN                ;  0, MAIN
KEYCK     BTSF      KEYFG               ;  1, KEYFG CHECK
WATCH     TCALL     CLOCK               ;  2, CALL CLOCK
INCHL     LD        @HL,A               ;  3, (HL) ← A
          INCS      HL
          •
          •
          •
ABC       LD        EA,#00H             ;  EA ← #00H
          ORG       0080H
;
MAIN      NOP
          NOP
          •
          •
          •
          REF       KEYCK               ;  BTSF   KEYFG (1-byte instruction)
          REF       JMAIN               ;  KEYFG  =  1, jump to MAIN (1-byte instruction)
          REF       WATCH               ;  KEYFG  =  0, CALL   CLOCK (1-byte instruction)
          REF       INCHL               ;  LD   @HL,A
                                        ;  INCS   HL
          REF       ABC                 ;  LD   EA,#00H (1-byte instruction)
          •
          •
          •
```

DATA MEMORY (RAM)

OVERVIEW

In its standard configuration, the 1,024 x 4-bit data memory has three areas:

— 32 × 4-bit working register area in bank 0

— 224 × 4-bit general-purpose area in bank 0 which is also used as the stack area

— 176 × 4-bit general-purpose area in bank 1

— 80 × 4-bit area for LCD data in bank 1

— 256 × 4-bit general-purpose area in bank 2

— 256 × 4-bit general-purpose area in bank 3

— 128 × 4-bit area in bank 15 for memory-mapped I/O addresses

To make it easier to reference, the data memory area has five memory banks — bank 0, bank 1, bank 2, babk 3, and bank 15. The select memory bank instruction (SMB) is used to select the bank you want to select as working data memory. Data stored in RAM locations are 1-, 4-, and 8-bit addressable.

Initialization values for the data memory area are not defined by hardware and must therefore be initialized by program software following power RESET. However, when RESET signal is generated in power-down mode, the data memory contents are held.

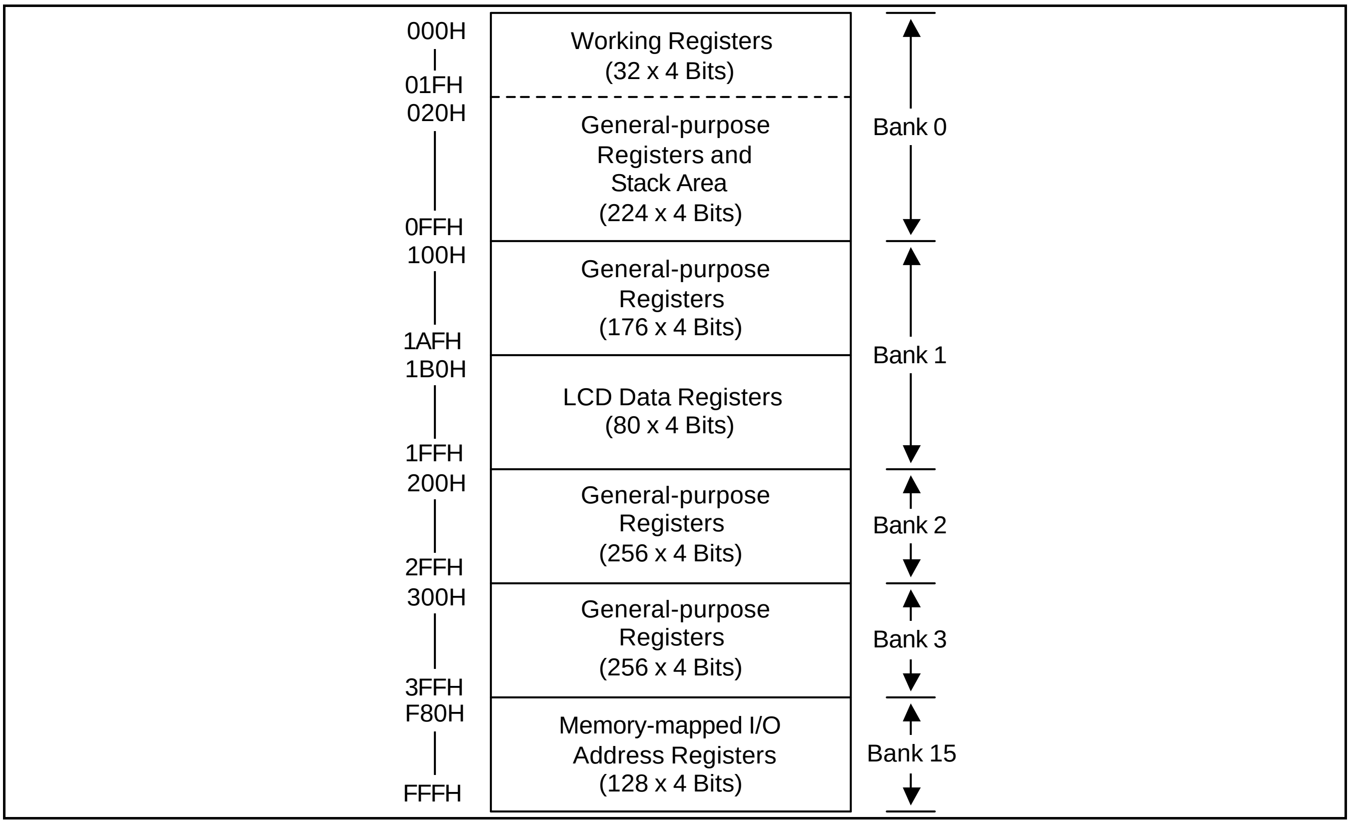


Figure 2-3. Data Memory (RAM) Map

Memory Banks 0, 1, and 15

Bank 0	(000H–0FFH)	The lowest 32 nibbles of bank 0 (000H–01FH) are used as working registers; the next 224 nibbles (020H–0FFH) can be used both as stack area and as general-purpose data memory. Use the stack area for implementing subroutine calls and returns, and for interrupt processing.
Bank 1	(1E0H–1FFH)	The lowest 176 nibbles of bank 1 (100H–1AFH) are for general-purpose use; use the ramaining of 80 nibbles (1B0H–1FFH) as display registers or as general purpose memory.
Bank 2	(200H–2FFH)	256 nibbles of bank 2 (200H–2FFH) are for general-purpose used
Bank 3	(300H–3FFH)	256 nibbles of bank 3 (300H–3FFH) are for general-purpose used
Bank 15	(F80H–FFFH)	The microcontroller uses bank 15 for memory-mapped peripheral I/O. Fixed RAM locations for each peripheral hardware address are mapped into this area.

Data Memory Addressing Modes

The enable memory bank (EMB) flag controls the addressing mode for data memory banks 0, 1, 2, 3 or 15. When the EMB flag is logic zero, the addressable area is restricted to specific locations, depending on whether direct or indirect addressing is used. With direct addressing, you can access locations 000H–07FH of bank 0 and bank 15. With indirect addressing, only bank 0 (000H–0FFH) can be accessed. When the EMB flag is set to logic one, all three data memory banks can be accessed according to the current SMB value.

For 8-bit addressing, two 4-bit registers are addressed as a register pair. Also, when using 8-bit instructions to address RAM locations, remember to use the even-numbered register address as the instruction operand.

Working Registers

The RAM working register area in data memory bank 0 is further divided into four *register* banks (bank 0, 1, 2, and 3). Each register bank has eight 4-bit registers and paired 4-bit registers are 8-bit addressable.

Register A is used as a 4-bit accumulator and register pair EA as an 8-bit extended accumulator. The carry flag bit can also be used as a 1-bit accumulator. Register pairs WX, WL, and HL are used as address pointers for indirect addressing. To limit the possibility of data corruption due to incorrect register addressing, it is advisable to use register bank 0 for the main program and banks 1, 2, and 3 for interrupt service routines.

LCD Data Register Area

Bit values for LCD segment data are stored in data memory bank 1. Register locations in this area that are not used to store LCD data can be assigned to general-purpose use.

Table 2-2. Data Memory Organization and Addressing

Addresses	Register Areas	Bank	EMB Value	SMB Value
000H–01FH	Working registers	0	0, 1	0
020H–0FFH	Stack and general-purpose registers			
100H–1AFH	General-purpose registers	1	1	1
1B0H–1FFH	LCD Data registers			
200H–2FFH	General-purpose registers	2	1	2
300H–3FFH	General-purpose registers	3	1	3
F80H–FFFH	I/O- mapped hardware registers	15	0, 1	15

☞ **PROGRAMMING TIP — Clearing Data Memory Banks 0 and 1**

Clear banks 0 and 1 of the data memory area:

```
RAMCLR  SMB     1               ; RAM (100H–1FFH) clear
        LD      HL, #00H
        LD      A, #0H
RMCL1   LD      @HL, A
        INCS    HL
        JR      RMCL1
;
        SMB     0               ; RAM (020H–0FFH) clear
        LD      HL, #20H
RMCL0   LD      @HL, A
        INCS    HL
        JR      RMCL0
```

WORKING REGISTERS

Working registers, mapped to RAM address 000H–01FH in data memory bank 0, are used to temporarily store intermediate results during program execution, as well as pointer values used for indirect addressing. Unused registers may be used as general-purpose memory. Working register data can be manipulated as 1-bit units, 4-bit units or, using paired registers, as 8-bit units.

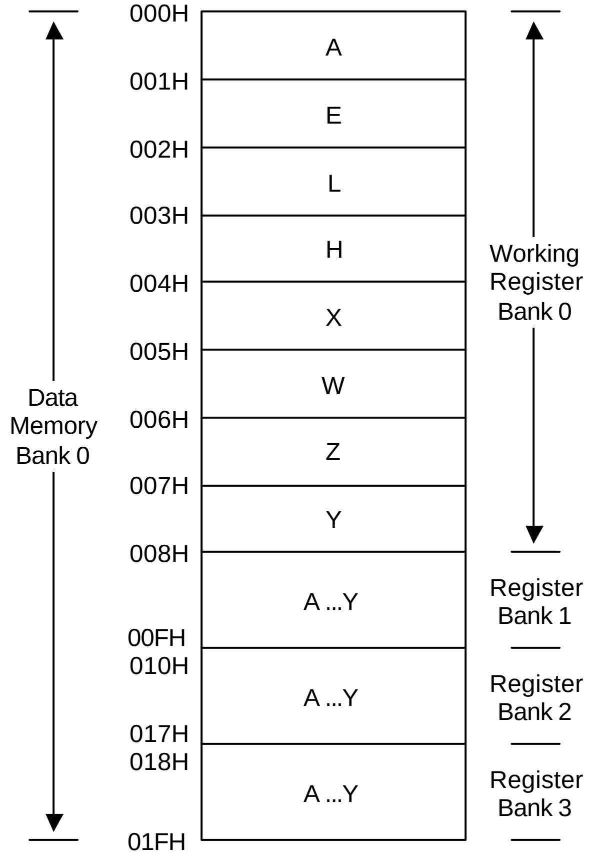


Figure 2-4. Working Register Map

Working Register Banks

For addressing purposes, the working register area is divided into four register banks — bank 0, bank 1, bank 2, and bank 3. Any one of these banks can be selected as the working register bank by the register bank selection instruction (SRB n) and by setting the status of the register bank enable flag (ERB).

Generally, working register bank 0 is used for the main program, and banks 1, 2, and 3 for interrupt service routines. Following this convention helps to prevent possible data corruption during program execution due to contention in register bank addressing.

Table 2-3. Working Register Organization and Addressing

ERB Setting	SRB Settings				Selected Register Bank
	3	2	1	0	
0	0	0	–	–	Always set to bank 0
1	0	0	0	0	Bank 0
			0	1	Bank 1
			1	0	Bank 2
			1	1	Bank 3

NOTE: 'x' means don't care.

Paired Working Registers

Each of the register banks is subdivided into eight 4-bit registers. These registers, named Y, Z, W, X, H, L, E, and A, can either be manipulated individually using 4-bit instructions, or together as register pairs for 8-bit data manipulation.

The names of the 8-bit register pairs in each register bank are EA, HL, WX, YZ, and WL. Registers A, L, X, and Z always become the lower nibble when registers are addressed as 8-bit pairs. This makes a total of eight 4-bit registers or four 8-bit double registers in each of the four working register banks.

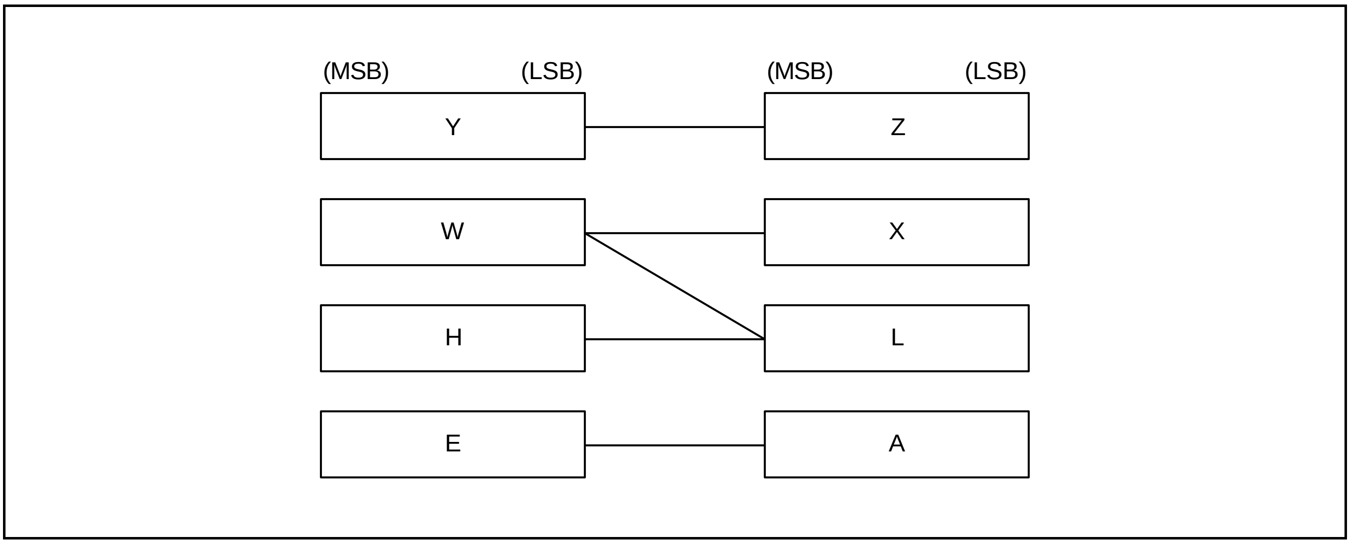


Figure 2-5. Register Pair Configuration

Special-Purpose Working Registers

Register A is used as a 4-bit accumulator and double register EA as an 8-bit accumulator. The carry flag can also be used as a 1-bit accumulator.

8-bit double registers WX, WL, and HL are used as data pointers for indirect addressing. When the HL register serves as a data pointer, the instructions LDI, LDD, XCHI, and XCHD can make very efficient use of working registers as program loop counters by letting you transfer a value to the L register and increment or decrement it using a single instruction.

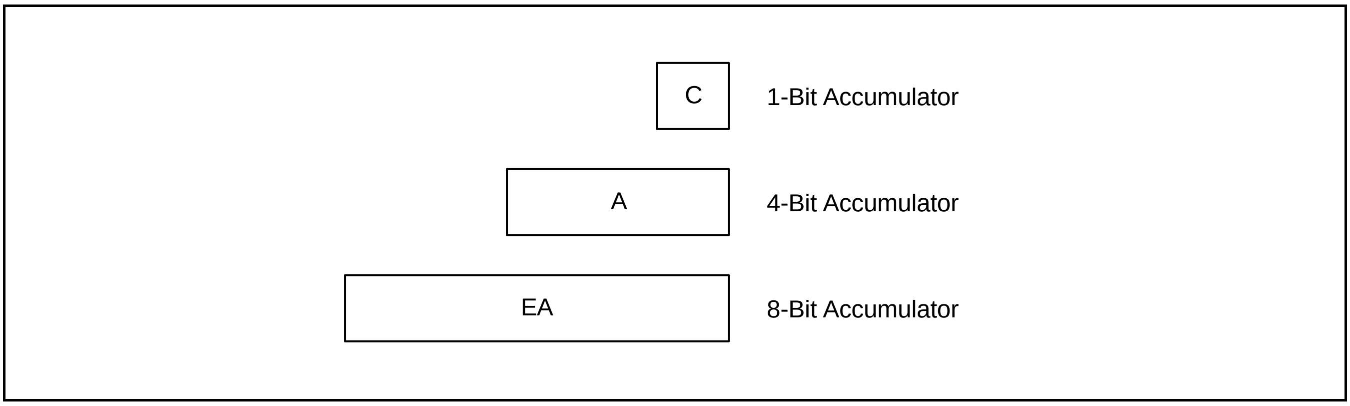


Figure 2-6. 1-Bit, 4-Bit, and 8-Bit Accumulator

Recommendation for Multiple Interrupt Processing

If more than four interrupts are being processed at one time, you can avoid possible loss of working register data by using the PUSH RR instruction to save register contents to the stack before the service routines are executed in the same register bank. When the routines have executed successfully, you can restore the register contents from the stack to working memory using the POP instruction.

☞ PROGRAMMING TIP — Selecting the Working Register Area

The following examples show the correct programming method for selecting working register area:

1. When ERB = "0":

```
    VENT2   1,0,INT0                  ; EMB ← 1, ERB ← 0, Jump to INT0 address
    ;
INT0        PUSH    SB                ; PUSH current SMB, SRB
            SRB     2                 ; Instruction does not execute because ERB = "0"
            PUSH    HL                ; PUSH HL register contents to stack
            PUSH    WX                ; PUSH WX register contents to stack
            PUSH    YZ                ; PUSH YZ register contents to stack
            PUSH    EA                ; PUSH EA register contents to stack
            SMB     0
            LD      EA,#00H
            LD      80H,EA
            LD      HL,#40H
            INCS    HL
            LD      WX,EA
            LD      YZ,EA
            POP     EA                ; POP EA register contents from stack
            POP     YZ                ; POP YZ register contents from stack
            POP     WX                ; POP WX register contents from stack
            POP     HL                ; POP HL register contents from stack
            POP     SB                ; POP current SMB, SRB
            IRET
```

The POP instructions execute alternately with the PUSH instructions. If an SMB n instruction is used in an interrupt service routine, a PUSH and POP SB instruction must be used to store and restore the current SMB and SRB values, as shown in Example 2 below.

2. When ERB = "1":

```
    VENT2   1,1,INT0                  ; EMB ← 1, ERB ← 1, Jump to INT0 address
    ;
    INT0    PUSH    SB                ; Store current SMB, SRB
            SRB     2                 ; Select register bank 2 because of ERB = "1"
            SMB     0
            LD      EA,#00H
            LD      80H,EA
            LD      HL,#40H
            INCS    HL
            LD      WX,EA
            LD      YZ,EA
            POP     SB                ; Restore SMB, SRB
            IRET
```

STACK OPERATIONS

STACK POINTER (SP)

The stack pointer (SP) is an 8-bit register that stores the address used to access the stack, an area of data memory set aside for temporary storage of data and addresses. The SP can be read or written by 8-bit control instructions. When addressing the SP, bit 0 must always remain cleared to logic zero.

F80H	SP3	SP2	SP1	"0"
F81H	SP7	SP6	SP5	SP4

There are two basic stack operations: writing to the top of the stack (push), and reading from the top of the stack (pop). A push decrements the SP and a pop increments it so that the SP always points to the top address of the last data to be written to the stack.

The program counter contents and program status word (PSW) are stored in the stack area prior to the execution of a CALL or a PUSH instruction, or during interrupt service routines. Stack operation is a LIFO (Last In-First Out) type. The stack area is located in general-purpose data memory bank 0.

During an interrupt or a subroutine, the PC value and the PSW are saved to the stack area. When the routine has completed, the stack pointer is referenced to restore the PC and PSW, and the next instruction is executed.

The SP can address stack registers in bank 0 (addresses 000H–0FFH) regardless of the current value of the enable memory bank (EMB) flag and the select memory bank (SMB) flag. Although general-purpose register areas can be used for stack operations, be careful to avoid data loss due to simultaneous use of the same register(s).

Since the RESET value of the stack pointer is not defined in firmware, we recommend that you initialize the stack pointer by program code to location 00H. This sets the first register of the stack area to 0FFH.

NOTE

A subroutine call occupies six nibbles in the stack; an interrupt requires six. When subroutine nesting or interrupt routines are used continuously, the stack area should be set in accordance with the maximum number of subroutine levels. To do this, estimate the number of nibbles that will be used for the subroutines or interrupts and set the stack area correspondingly.

+ PROGRAMMING TIP — Initializing the Stack Pointer

To initialize the stack pointer (SP):

1. When EMB = "1":

```
        SMB     15              ;  Select memory bank 15
        LD      EA,#00H         ;  Bit 0 of SP is always cleared to "0"
        LD      SP,EA           ;  Stack area initial address (0FFH) ← (SP) – 1
```

2. When EMB = "0":

```
        LD      EA,#00H
        LD      SP,EA           ;  Memory addressing area (00H–7FH, F80H–FFFH)
```

PUSH OPERATIONS

Three kinds of push operations reference the stack pointer (SP) to write data from the source register to the stack: PUSH instructions, CALL instructions, and interrupts. In each case, the SP is *decreased* by a number determined by the type of push operation and then points to the next available stack location.

PUSH Instructions

A PUSH instruction references the SP to write two 4-bit data nibbles to the stack. Two 4-bit stack addresses are referenced by the stack pointer: one for the upper register value and another for the lower register. After the PUSH has executed, the SP is decreased *by two* and points to the next available stack location.

CALL Instructions

When a subroutine call is issued, the CALL instruction references the SP to write the PC's contents to six 4-bit stack locations. Current values for the enable memory bank (EMB) flag and the enable register bank (ERB) flag are also pushed to the stack. Since six 4-bit stack locations are used per CALL, you may nest subroutine calls up to the number of levels permitted in the stack.

Interrupt Routines

An interrupt routine references the SP to push the contents of the PC and the program status word (PSW) to the stack. Six 4-bit stack locations are used to store this data. After the interrupt has executed, the SP is decreased *by six* and points to the next available stack location. During an interrupt sequence, subroutines may be nested up to the number of levels which are permitted in the stack area.

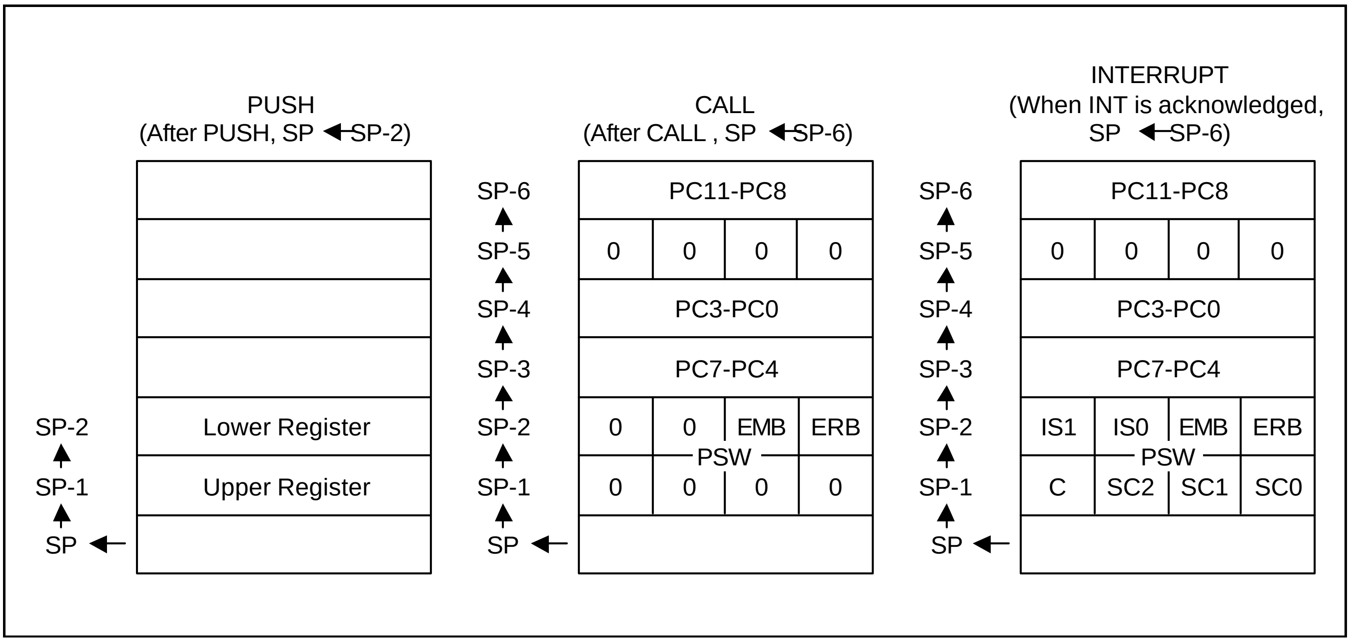


Figure 2-7. Push-Type Stack Operations

POP OPERATIONS

For each push operation there is a corresponding pop operation to write data from the stack back to the source register or registers: for the PUSH instruction it is the POP instruction; for CALL, the instruction RET or SRET; for interrupts, the instruction IRET. When a pop operation occurs, the SP is *incremented* by a number determined by the type of operation and points to the next free stack location.

POP Instructions

A POP instruction references the SP to write data stored in two 4-bit stack locations back to the register pairs and SB register. The value of the lower 4-bit register is popped first, followed by the value of the upper 4-bit register. After the POP has executed, the SP is incremented *by two* and points to the next free stack location.

RET and SRET Instructions

The end of a subroutine call is signaled by the return instruction, RET or SRET. The RET or SRET uses the SP to reference the six 4-bit stack locations used for the CALL and to write this data back to the PC, the EMB, and the ERB. After the RET or SRET has executed, the SP is incremented *by six* and points to the next free stack location.

IRET Instructions

The end of an interrupt sequence is signaled by the instruction IRET. IRET references the SP to locate the six 4-bit stack addresses used for the interrupt and to write this data back to the PC and the PSW. After the IRET has executed, the SP is incremented *by six* and points to the next free stack location.

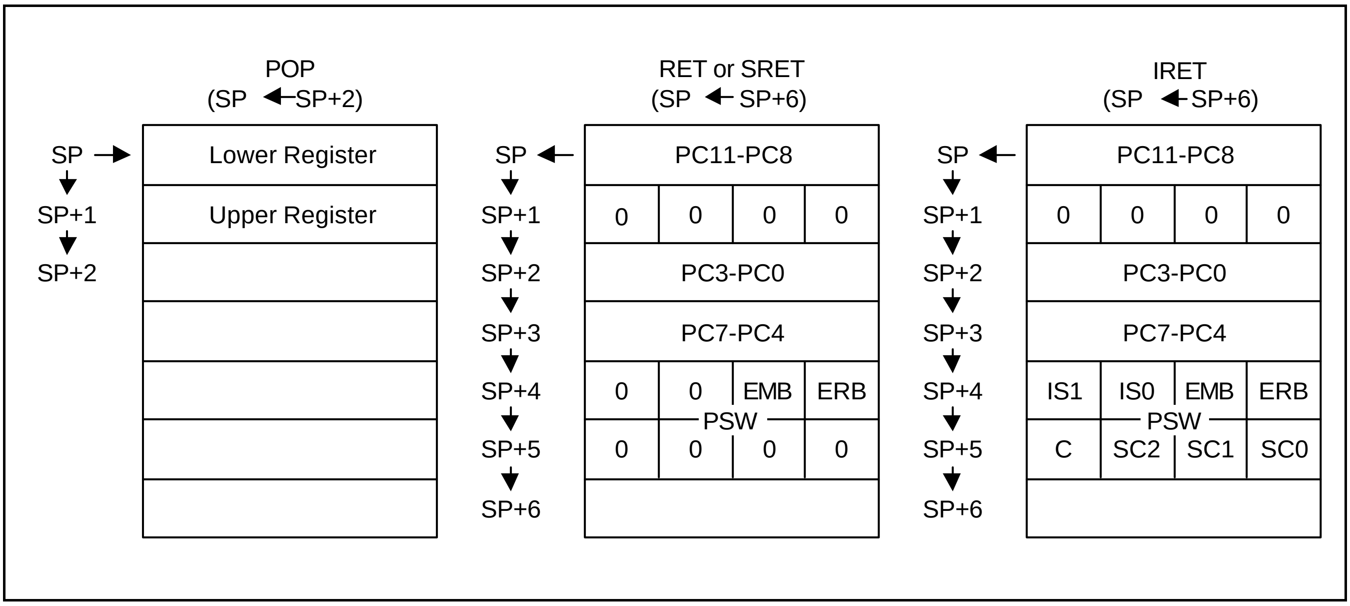


Figure 2-8. Pop-Type Stack Operations

BIT SEQUENTIAL CARRIER (BSC)

The bit sequential carrier (BSC) is a 16-bit general register that can be manipulated using 1-, 4-, and 8-bit RAM control instructions. RESET clears all BSC bit values to logic zero.

Using the BSC, you can specify sequential addresses and bit locations using 1-bit indirect addressing (memb.@L). (Bit addressing is independent of the current EMB value.) In this way, programs can process 16-bit data by moving the bit location sequentially and then incrementing or decreasing the value of the L register.

BSC data can also be manipulated using direct addressing. For 8-bit manipulations, the 4-bit register names BSC0 and BSC2 must be specified and the upper and lower 8 bits manipulated separately.

If the values of the L register are 0H at BSC0.@L, the address and bit location assignment is FC0H.0. If the L register content is FH at BSC0.@L, the address and bit location assignment is FC3H.3.

Table 2-4. BSC Register Organization

Name	Address	Bit 3	Bit 2	Bit 1	Bit 0
BSC0	FC0H	BSC0.3	BSC0.2	BSC0.1	BSC0.0
BSC1	FC1H	BSC1.3	BSC1.2	BSC1.1	BSC1.0
BSC2	FC2H	BSC2.3	BSC2.2	BSC2.1	BSC2.0
BSC3	FC3H	BSC3.3	BSC3.2	BSC3.1	BSC3.0

☞ **PROGRAMMING TIP — Using the BSC Register to Output 16-Bit Data**

To use the bit sequential carrier (BSC) register to output 16-bit data (5937H) to the P3.0 pin:

```
        BITS    EMB
        SMB     15
        LD      EA,#37H         ;
        LD      BSC0,EA         ;  BSC0 ← A, BSC1 ← E
        LD      EA,#59H         ;
        LD      BSC2,EA         ;  BSC2 ← A, BSC3 ← E
        SMB     0
        LD      L,#0H           ;
AGN     LDB     C,BSC0.@L       ;
        LDB     P3.0,C          ;  P3.0 ← C
        INCS    L
        JR      AGN
        RET
```

PROGRAM COUNTER (PC)

A 12-bit program counter (PC) stores addresses for instruction fetches during program execution. Whenever a reset operation or an interrupt occurs, bits PC11 through PC0 are set to the vector address.

Usually, the PC is incremented by the number of bytes of the instruction being fetched. One exception is the 1-byte REF instruction which is used to reference instructions stored in the ROM.

PROGRAM STATUS WORD (PSW)

The program status word (PSW) is an 8-bit word that defines system status and program execution status and which permits an interrupted process to resume operation after an interrupt request has been serviced. PSW values are mapped as follows:

	(MSB)			(LSB)
FB0H	IS1	IS0	EMB	ERB
FB1H	C	SC2	SC1	SC0

The PSW can be manipulated by 1-bit or 4-bit read/write and by 8-bit read instructions, depending on the specific bit or bits being addressed. The PSW can be addressed during program execution regardless of the current value of the enable memory bank (EMB) flag.

Part or all of the PSW is saved to stack prior to execution of a subroutine call or hardware interrupt. After the interrupt has been processed, the PSW values are popped from the stack back to the PSW address.

When a RESET is generated, the EMB and ERB values are set according to the RESET vector address, and the carry flag is left undefined (or the current value is retained). PSW bits IS0, IS1, SC0, SC1, and SC2 are all cleared to logical zero.

Table 2-5. Program Status Word Bit Descriptions

PSW Bit Identifier	Description	Bit Addressing	Read/Write
IS1, IS0	Interrupt status flags	1, 4	R/W
EMB	Enable memory bank flag	1	R/W
ERB	Enable register bank flag	1	R/W
C	Carry flag	1	R/W
SC2, SC1, SC0	Program skip flags	8	R

INTERRUPT STATUS FLAGS (IS0, IS1)

PSW bits IS0 and IS1 contain the current interrupt execution status values. You can manipulate IS0 and IS1 flags directly using 1-bit RAM control instructions

By manipulating interrupt status flags in conjunction with the interrupt priority register (IPR), you can process multiple interrupts by anticipating the next interrupt in an execution sequence. The interrupt priority control circuit determines the IS0 and IS1 settings in order to control multiple interrupt processing. When both interrupt status flags are set to "0", all interrupts are allowed. The priority with which interrupts are processed is then determined by the IPR.

When an interrupt occurs, IS0 and IS1 are pushed to the stack as part of the PSW and are automatically incremented to the next higher priority level. Then, when the interrupt service routine ends with an IRET instruction, IS0 and IS1 values are restored to the PSW. Table 2-6 shows the effects of IS0 and IS1 flag settings.

Table 2-6. Interrupt Status Flag Bit Settings

IS1 Value	IS0 Value	Status of Currently Executing Process	Effect of IS0 and IS1 Settings on Interrupt Request Control
0	0	0	All interrupt requests are serviced
0	1	1	Only high-priority interrupt(s) as determined in the interrupt priority register (IPR) are serviced
1	0	2	No more interrupt requests are serviced
1	1	–	Not applicable; these bit settings are undefined

Since interrupt status flags can be addressed by write instructions, programs can exert direct control over interrupt processing status. Before interrupt status flags can be addressed, however, you must first execute a DI instruction to inhibit additional interrupt routines. When the bit manipulation has been completed, execute an EI instruction to re-enable interrupt processing.

+ PROGRAMMING TIP — Setting ISx Flags for Interrupt Processing

The following instruction sequence shows how to use the IS0 and IS1 flags to control interrupt processing:

```
INTB    DI              ;  Disable interrupt
        BITR    IS1     ;  IS1 ← 0
        BITS    IS0     ;  Allow interrupts according to IPR priority level
        EI              ;  Enable interrupt
        .
        .
        .
        IRET
```

EMB FLAG (EMB)

The EMB flag is used to allocate specific address locations in the RAM by modifying the upper 4 bits of 12-bit data memory addresses. In this way, it controls the addressing mode for data memory banks 0, 1, or 15.

When the EMB flag is "0", the data memory address space is restricted to bank 15 and addresses 000H–07FH of memory bank 0, regardless of the SMB register contents. When the EMB flag is set to "1", the general-purpose areas of bank 0, 1, and 15 can be accessed by using the appropriate SMB value.

☞ PROGRAMMING TIP — Using the EMB Flag to Select Memory Banks

EMB flag settings for memory bank selection:

1. When EMB = "0":

```
SMB   1       ; Non-essential instruction since EMB = "0"
LD    A,#9H
LD    90H,A   ; (F90H) ← A, bank 15 is selected
LD    34H,A   ; (034H) ← A, bank 0 is selected
SMB   0       ; Non-essential instruction since EMB = "0"
LD    90H,A   ; (F90H) ← A, bank 15 is selected
LD    34H,A   ; (034H) ← A, bank 0 is selected
SMB   15      ; Non-essential instruction, since EMB = "0"
LD    20H,A   ; (020H) ← A, bank 0 is selected
LD    90H,A   ; (F90H) ← A, bank 15 is selected
```

2. When EMB = "1":

```
SMB   1       ; Select memory bank 1
LD    A,#9H
LD    90H,A   ; (190H) ← A, bank 1 is selected
LD    34H,A   ; (1340H) ← A, bank 1 is selected
SMB   0       ; Select memory bank 0
LD    90H,A   ; (090H) ← A, bank 0 is selected
LD    34H,A   ; (034H) ← A, bank 0 is selected
SMB   15      ; Select memory bank 15
LD    20H,A   ; Program error, but assembler does not detect it
LD    90H,A   ; (F90H) ← A, bank 15 is selected
```

ERB FLAG (ERB)

The 1-bit register bank enable flag (ERB) determines the range of addressable working register area. When the ERB flag is "1", the working register area from register banks 0 to 3 is selected according to the register bank selection register (SRB). When the ERB flag is "0", register bank 0 is the selected working register area, regardless of the current value of the register bank selection register (SRB).

When an internal RESET is generated, bit 6 of program memory address 0000H is written to the ERB flag. This automatically initializes the flag. When a vectored interrupt is generated, bit 6 of the respective address table in program memory is written to the ERB flag, setting the correct flag status before the interrupt service routine is executed.

During the interrupt routine, the ERB value is automatically pushed to the stack area along with the other PSW bits. Afterwards, it is popped back to the FB0H.0 bit location. The initial ERB flag settings for each vectored interrupt are defined using VENTn instructions.

☞ PROGRAMMING TIP — Using the ERB Flag to Select Register Banks

ERB flag settings for register bank selection:

1. When ERB = "0":

```
SRB     1           ; Register bank 0 is selected (since ERB = "0", the
                    ; SRB is configured to bank 0)
LD      EA,#34H     ; Bank 0 EA ← #34H
LD      HL,EA       ; Bank 0 HL ← EA
SRB     2           ; Register bank 0 is selected
LD      YZ,EA       ; Bank 0 YZ ← EA
SRB     3           ; Register bank 0 is selected
LD      WX,EA       ; Bank 0 WX ← EA
```

2. When ERB = "1":

```
SRB     1           ; Register bank 1 is selected
LD      EA,#34H     ; Bank 1 EA ← #34H
LD      HL,EA       ; Bank 1 HL ← Bank 1 EA
SRB     2           ; Register bank 2 is selected
LD      YZ,EA       ; Bank 2 YZ ← Bank 2 EA
SRB     3           ; Register bank 3 is selected
LD      WX,EA       ; Bank 3 WX ← Bank 3 EA
```

SKIP CONDITION FLAGS (SC2, SC1, SC0)

The skip condition flags SC2, SC1, and SC0 in the PSW indicate the current program skip conditions and are set and reset automatically during program execution. Skip condition flags can only be addressed by 8-bit read instructions. Direct manipulation of the SC2, SC1, and SC0 bits is not allowed.

CARRY FLAG (C)

The carry flag is used to save the result of an overflow or borrow when executing arithmetic instructions involving a carry (ADC, SBC). The carry flag can also be used as a 1-bit accumulator for performing Boolean operations involving bit-addressed data memory.

If an overflow or borrow condition occurs when executing arithmetic instructions with carry (ADC, SBC), the carry flag is set to "1". Otherwise, its value is "0". When a RESET occurs, the current value of the carry flag is retained during power-down mode, but when normal operating mode resumes, its value is undefined.

The carry flag can be directly manipulated by predefined set of 1-bit read/write instructions, independent of other bits in the PSW. Only the ADC and SBC instructions, and the instructions listed in Table 2-7, affect the carry flag.

Table 2-7. Valid Carry Flag Manipulation Instructions

Operation Type	Instructions	Carry Flag Manipulation
Direct manipulation	SCF	Set carry flag to "1"
	RCF	Clear carry flag to "0" (reset carry flag)
	CCF	Invert carry flag value (complement carry flag)
	BTST C	Test carry and skip if C = "1"
Bit transfer	LDB (operand) [(1)] ,C	Load carry flag value to the specified bit
	LDB C,(operand) [(1)]	Load contents of the specified bit to carry flag
Boolean manipulation	BAND C,(operand) [(1)]	AND the specified bit with contents of carry flag and save the result to the carry flag
	BOR C,(operand) [(1)]	OR the specified bit with contents of carry flag and save the result to the carry flag
	BXOR C,(operand) [(1)]	XOR the specified bit with contents of carry flag and save the result to the carry flag
Interrupt routine	INTn [(2)]	Save carry flag to stack with other PSW bits
Return from interrupt	IRET	Restore carry flag from stack with other PSW bits

NOTES:
1. The operand has three bit addressing formats: mema.a, memb.@L, and @H + DA.b.
2. 'INTn' refers to the specific interrupt being executed and is not an instruction.

☞ PROGRAMMING TIP — Using the Carry Flag as a 1-Bit Accumulator

1. Set the carry flag to logic one:

```
SCF                            ;  C ← 1
LD         EA,#0C3H            ;  EA ← #0C3H
LD         HL,#0AAH            ;  HL ← #0AAH
ADC        EA,HL               ;  EA ← #0C3H + #0AAH + #1H, C ← 1
```

2. Logical-AND bit 3 of address 3FH with P3.3 and output the result to P5.0:

```
LD         H,#3H            ;  Set the upper four bits of the address to the H register
                            ;  value
LDB        C,@H+0FH.3       ;  C ← bit 3 of 3FH
BAND       C,P3.3           ;  C ← C AND P3.3
LDB        P4.0,C           ;  Output result from carry flag to P4.0
```

NOTES

3 ADDRESSING MODES

OVERVIEW

The enable memory bank flag, EMB, controls the two addressing modes for data memory. When the EMB flag is set to logic one, you can address the entire RAM area; when the EMB flag is cleared to logic zero, the addressable area in the RAM is restricted to specific locations.

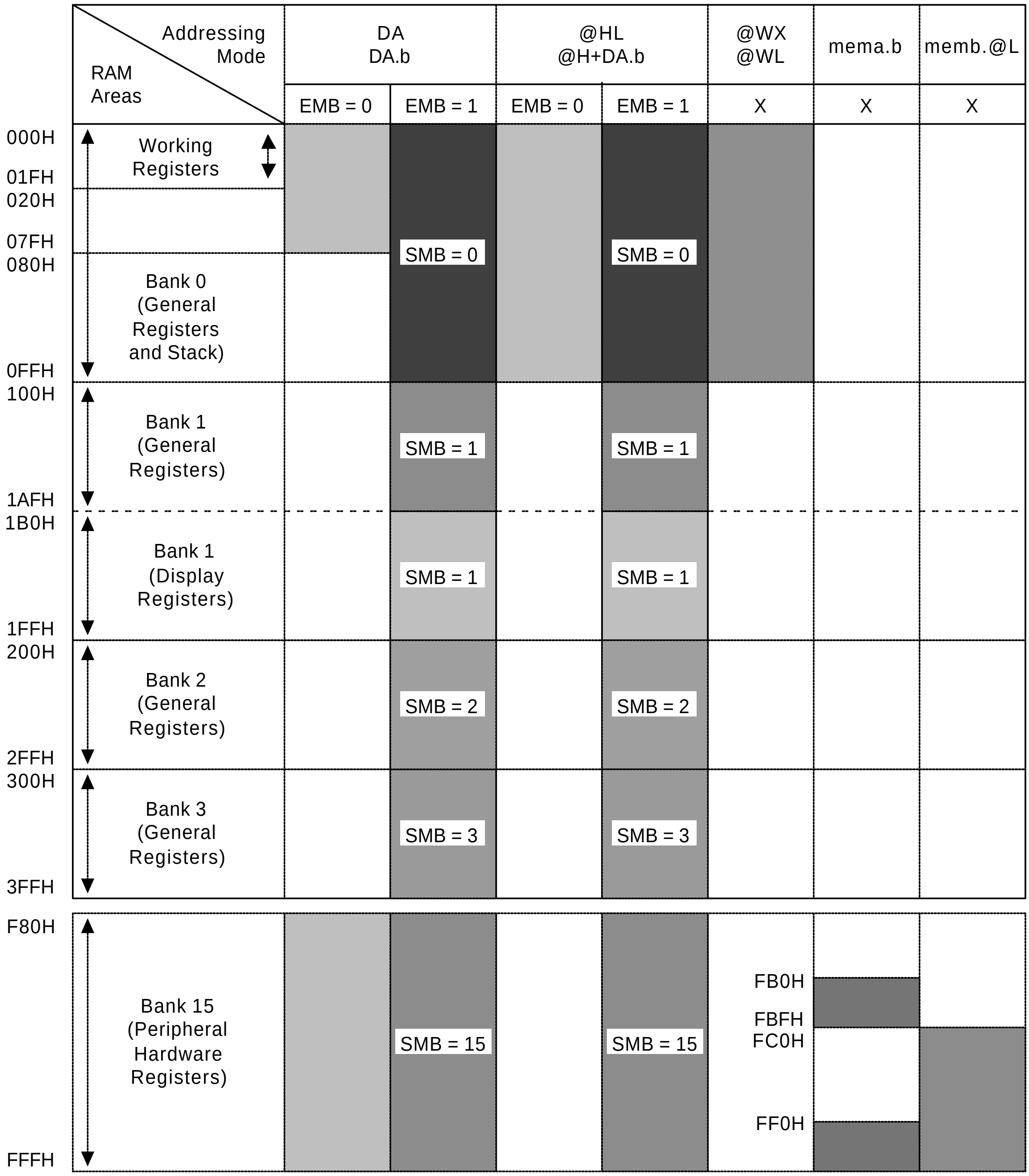
The EMB flag works in connection with the select memory bank instruction, SMBn. You will recall that the SMBn instruction is used to select RAM bank 0, 1, 2, 3 or 15. The SMB setting is always contained in the upper four bits of a 12-bit RAM address. For this reason, both addressing modes (EMB = "0" and EMB = "1") apply specifically to the memory bank indicated by the SMB instruction, and any restrictions to the addressable area within banks 0, 1, 2, 3 or 15. Direct and indirect 1-bit, 4-bit, and 8-bit addressing methods can be used. Several RAM locations are addressable at all times, regardless of the current EMB flag setting.

Here are a few guidelines to keep in mind regarding data memory addressing:

— When you address peripheral hardware locations in bank 15, the mnemonic for the memory-mapped hardware component can be used as the operand in place of the actual address location.

— Always use an even-numbered RAM address as the operand in 8-bit direct and indirect addressing.

— With direct addressing, use the RAM address as the instruction operand; with indirect addressing, the instruction specifies a register which contains the operand's address.



NOTES:

1. 'X' means don't care.
2. Blank columns indicate RAM areas that are not addressable, given the addressing method and enable memory bank (EMB) flag setting shown in the column headers.

Figure 3-1. RAM Address Structure

EMB AND ERB INITIALIZATION VALUES

The EMB and ERB flag bits are set automatically by the values of the RESET vector address and the interrupt vector address. When a RESET is generated internally, bit 7 of program memory address 0000H is written to the EMB flag, initializing it automatically. When a vectored interrupt is generated, bit 7 of the respective vector address table is written to the EMB. This automatically sets the EMB flag status for the interrupt service routine. When the interrupt is serviced, the EMB value is automatically saved to stack and then restored when the interrupt routine has completed.

At the beginning of a program, the initial EMB and ERB flag values for each vectored interrupt must be set by using VENT instruction. The EMB and ERB can be set or reset by bit manipulation instructions (BITS, BITR) despite the current SMB setting.

☞ PROGRAMMING TIP — Initializing the EMB and ERB Flags

The following assembly instructions show how to initialize the EMB and ERB flag settings:

```
        ORG     0000H           ;  ROM address assignment
        VENT0   1,0,RESET       ;  EMB ← 1, ERB ← 0, branch RESET
        VENT1   0,1,INTB        ;  EMB ← 0, ERB ← 1, branch INTB
        VENT2   0,1,INT0        ;  EMB ← 0, ERB ← 1, branch INT0
        VENT3   0,1,INT1        ;  EMB ← 0, ERB ← 1, branch INT1
        VENT4   0,1,INTS        ;  EMB ← 0, ERB ← 1, branch INTS
        VENT5   0,1,INTT0       ;  EMB ← 0, ERB ← 1, branch INTT0
        VENT6   0,1,INTK        ;  EMB ← 0, ERB ← 1, branch INTK
        •
        •
        •
RESET   BITR    EMB
```

ENABLE MEMORY BANK SETTINGS

EMB = "1"

When the enable memory bank flag EMB is set to logic one, you can address the data memory bank specified by the select memory bank (SMB) value (0, 1, 2, 3 or 15) using 1-, 4-, or 8-bit instructions. You can use both direct and indirect addressing modes. The addressable RAM areas when EMB = "1" are as follows:

If SMB = 0, 000H–0FFH
If SMB = 1, 100H–1FFH
If SMB = 2, 200H–2FFH
If SMB = 3, 300H–3FFH
If SMB = 15, F80H–FFFH

EMB = "0"

When the enable memory bank flag EMB is set to logic zero, the addressable area is defined independently of the SMB value, and is restricted to specific locations depending on whether a direct or indirect address mode is used.

If EMB = "0", the addressable area is restricted to locations 000H–07FH in bank 0 and to locations F80H–FFFH in bank 15 for direct addressing. For indirect addressing, only locations 000H–0FFH in bank 0 are addressable, regardless of SMB value.

To address the peripheral hardware register (bank 15) using indirect addressing, the EMB flag must first be set to "1" and the SMB value to "15". When a RESET occurs, the EMB flag is set to the value contained in bit 7 of ROM address 0000H.

EMB-Independent Addressing

At any time, several areas of the data memory can be addressed independent of the current status of the EMB flag. These exceptions are described in Table 3-1.

Table 3-1. RAM Addressing Not Affected by the EMB Value

Address	Addressing Method	Affected Hardware	Program Examples
000H–0FFH	4-bit indirect addressing using WX and WL register pairs; 8-bit indirect addressing using SP	Not applicable	LD A,@WX PUSH EA POP EA
FB0H–FBFH FF0H–FFFH	1-bit direct addressing	PSW, SCMOD, IEx, IRQx, I/O	BITS EMB BITR IE4
FC0H–FFFH	1-bit indirect addressing using the L register	BSC, I/O	BTST FC3H.@L BAND C,P3.@L

SELECT BANK REGISTER (SB)

The select bank register (SB) is used to assign the memory bank and register bank. The 8-bit SB register consists of the 4-bit select register bank register (SRB) and the 4-bit select memory bank register (SMB), as shown in Figure 3-2.

During interrupts and subroutine calls, SB register contents can be saved to stack in 8-bit units by the PUSH SB instruction. You later restore the value to the SB using the POP SB instruction.

	SMB (F83H)				SRB (F82H)			
SB Register	SMB 3	SMB 2	SMB 1	SMB 0	0	0	SRB 1	SRB 0

Figure 3-2. SMB and SRB Values in the SB Register

Select Register Bank (SRB) Instruction

The select register bank (SRB) value specifies which register bank is to be used as a working register bank. The SRB value is set by the 'SRB n' instruction, where n = 0, 1, 2, 3.

One of the four register banks is selected by the combination of ERB flag status and the SRB value that is set using the 'SRB n' instruction. The current SRB value is retained until another register is requested by program software. PUSH SB and POP SB instructions are used to save and restore the contents of SRB during interrupts and subroutine calls. RESET clears the 4-bit SRB value to logic zero.

Select Memory Bank (SMB) Instruction

To select one of the four available data memory banks, you must execute an SMB n instruction specifying the number of the memory bank you want (0, 1, 2, 3 or 15). For example, the instruction 'SMB 1' selects bank 1 and 'SMB 15' selects bank 15. (And remember to enable the selected memory bank by making the appropriate EMB flag setting.)

The upper four bits of the 12-bit data memory address are stored in the SMB register. If the SMB value is not specified by software (or if a RESET does not occur) the current value is retained. RESET clears the 4-bit SMB value to logic zero.

The PUSH SB and POP SB instructions save and restore the contents of the SMB register to and from the stack area during interrupts and subroutine calls.

DIRECT AND INDIRECT ADDRESSING

1-bit, 4-bit, and 8-bit data stored in data memory locations can be addressed directly using a specific register or bit address as the instruction operand.

Indirect addressing specifies a memory location that contains the required direct address. The S3C7 instruction set supports 1-bit, 4-bit, and 8-bit indirect addressing. For 8-bit indirect addressing, an even-numbered RAM address must always be used as the instruction operand.

1-BIT ADDRESSING

Table 3-2. 1-Bit Direct and Indirect RAM Addressing

Operand Notation	Addressing Mode Description	EMB Flag Setting	Addressable Area	Memory Bank	Hardware I/O Mapping
DA.b	Direct: bit is indicated by the RAM address (DA), memory bank selection, and specified bit number (b).	0	000H–07FH	Bank 0	–
			F80H–FFFH	Bank 15	All 1-bit addressable peripherals (SMB = 15)
		1	000H–FFFH	SMB = 0-3,15	
mema.b	Direct: bit is indicated by addressable area (mema) and bit number (b).	x	FB0H–FBFH FF0H–FFFH	Bank 15	IS0, IS1, EMB, ERB, IEx, IRQx, Pn.n
memb.@L	Indirect: lower two bits of register L as indicated by the upper 10 bits of RAM area (memb) and the upper two bits of register L.	x	FC0H–FFFH	Bank 15	BSCn.x Pn.n
@H + DA.b	Indirect: bit indicated by the lower four bits of the address (DA), memory bank selection, and the H register identifier.	0	000H–0FFH	Bank 0	–
		1	000H–FFFH	SMB = 0-3,15	All 1-bit addressable peripherals (SMB = 15)

NOTE: 'x' means don't care.

☞ PROGRAMMING TIP — 1-Bit Addressing Modes

1-Bit Direct Addressing

1. If EMB = "0":

```
AFLAG   EQU    34H.3
BFLAG   EQU    85H.3
CFLAG   EQU    0BAH.0
        SMB    0
        BITS   AFLAG         ; 34H.3 ← 1
        BITS   BFLAG         ; F85H.3 ← 1
        BTST   CFLAG         ; If FBAH.0 = 1, skip
        BITS   BFLAG         ; Else if, FBAH.0 = 0, F85H.3 (BMOD.3) ← 1
        BITS   P3.0          ; FF3H.0 (P3.0) ← 1
```

2. If EMB = "1":

```
AFLAG   EQU    34H.3
BFLAG   EQU    85H.3
CFLAG   EQU    0BAH.0
        SMB    0
        BITS   AFLAG         ; 34H.3 ← 1
        BITS   BFLAG         ; 85H.3 ← 1
        BTST   CFLAG         ; If 0BAH.0 = 1, skip
        BITS   BFLAG         ; Else if 0BAH.0 = 0, 085H.3 ← 1
        BITS   P3.0          ; FF3H.0 (P3.0) ← 1
```

1-Bit Indirect Addressing

1. If EMB = "0":

```
AFLAG   EQU    34H.3
BFLAG   EQU    85H.3
CFLAG   EQU    0BAH.0
        SMB    0
        LD     H,#0BH        ; H ← #0BH
        BTSTZ  @H+CFLAG      ; If 0BAH.0 = 1, 0BAH.0 ← 0 and skip
        BITS   CFLAG         ; Else if 0BAH.0 = 0, FBAH.0 ← 1
```

2. If EMB = "1":

```
AFLAG   EQU    34H.3
BFLAG   EQU    85H.3
CFLAG   EQU    0BAH.0
        SMB    0
        LD     H,#0BH        ; H ← #0BH
        BTSTZ  @H+CFLAG      ; If 0BAH.0 = 1, 0BAH.0 ← 0 and skip
        BITS   CFLAG         ; Else if 0BAH.0 = 0, 0BAH.0 ← 1
```

4-BIT ADDRESSING

Table 3-3. 4-Bit Direct and Indirect RAM Addressing

Operand Notation	Addressing Mode Description	EMB Flag Setting	Addressable Area	Memory Bank	Hardware I/O Mapping
DA	Direct: 4-bit address indicated by the RAM address (DA) and the memory bank selection	0	000H–07FH	Bank 0	–
			F80H–FFFH	Bank 15	All 4-bit addressable peripherals
		1	000H–FFFH	SMB = 0-3,15	(SMB = 15)
@HL	Indirect: 4-bit address indicated by the memory bank selection and register HL	0	000H–0FFH	Bank 0	–
		1	000H–FFFH	SMB = 0-3,15	All 4-bit addressable peripherals (SMB = 15)
@WX	Indirect: 4-bit address indicated by register WX	x	000H–0FFH	Bank 0	–
@WL	Indirect: 4-bit address indicated by register WL	x	000H–0FFH	Bank 0	

NOTE: 'x' means don't care.

PROGRAMMING TIP — 4-Bit Addressing Modes

4-Bit Direct Addressing

1. If EMB = "0":

```
ADATA   EQU     46H
BDATA   EQU     8EH
        SMB     15              ;  Non-essential instruction, since EMB = "0"
        LD      A,P3            ;  A ← (P3)
        SMB     0               ;  Non-essential instruction, since EMB = "0"
        LD      ADATA,A         ;  (046H) ← A
        LD      BDATA,A         ;  (F8EH (LCON)) ← A
```

2. If EMB = "1":

```
]       ADATA   EQU     46H
        BDATA   EQU     8EH
                SMB     15
                LD      A,P3     ;   A ← (P3)
                SMB     0
                LD      ADATA,A  ;   (046H) ← A
                LD      BDATA,A  ;   (08EH) ← A
```

☞ PROGRAMMING TIP — 4-Bit Addressing Modes

4-Bit Indirect Addressing (Example 1)

1. If EMB = "0", compare bank 0 locations 040H–046H with bank 0 locations 060H–066H:

```
ADATA   EQU     46H
BDATA   EQU     66H
        SMB     1               ; Non-essential instruction, since EMB = "0"
        LD      HL,#BDATA
        LD      WX,#ADATA
COMP    LD      A,@WL           ; A ← bank 0 (040H–046H)
        CPSE    A,@HL           ; If bank 0 (060H–066H) = A, skip
        SRET
        DECS    L
        JR      COMP
        RET
```

2. If EMB = "1", compare bank 0 locations 040H–046H with bank 1 locations 160H–166H:

```
ADATA   EQU     46H
BDATA   EQU     66H
        SMB     1
        LD      HL,#BDATA
        LD      WX,#ADATA
COMP    LD      A,@WL           ; A ← bank 0 (040H–046H)
        CPSE    A,@HL           ; If bank 1 (160H–166H) = A, skip
        SRET
        DECS    L
        JR      COMP
        RET
```

4-Bit Indirect Addressing (Example 2)

1. If EMB = "0", exchange bank 0 locations 040H–046H with bank 0 locations 060H–066H:

```
ADATA   EQU     46H
BDATA   EQU     66H
        SMB     1               ; Non-essential instruction, since EMB = "0"
        LD      HL,#BDATA
        LD      WX,#ADATA
TRANS   LD      A,@WL           ; A ← bank 0 (040H–046H)
        XCHD    A,@HL           ; If bank 0 (060H–066H) ↔ A, skip
        JR      TRANS
```

2. If EMB = "1", exchange bank 0 locations 040H–046H with bank 1 locations 160H–166H:

```
ADATA   EQU     46H
BDATA   EQU     66H
        SMB     1
        LD      HL,#BDATA
        LD      WX,#ADATA
TRANS   LD      A,@WL           ; A ← bank 0 (040H–046H)
        XCHD    A,@HL           ; If bank 1 (160H–166H) ↔ A, skip
        JR      TRANS
```

8-BIT ADDRESSING

Table 3-4. 8-Bit Direct and Indirect RAM Addressing

Instruction Notation	Addressing Mode Description	EMB Flag Setting	Addressable Area	Memory Bank	Hardware I/O Mapping
DA	Direct: 8-bit address indicated by the RAM address (*DA = even number*) and memory bank selection	0	000H–07FH	Bank 0	–
			F80H–FFFH	Bank 15	All 8-bit addressable peripherals
		1	000H–FFFH	SMB = 0-3,15	(SMB = 15)
@HL	Indirect: the 8-bit address indicated by the memory bank selection and register HL; (the 4-bit L register value must be an even number)	0	000H–0FFH	Bank 0	–
		1	000H–FFFH	SMB = 0-3,15	All 8-bit addressable peripherals (SMB = 15)

☞ PROGRAMMING TIP — 8-Bit Addressing Modes

8-Bit Direct Addressing

1. If EMB = "0":

```
ADATA   EQU   46H
BDATA   EQU   8EH         ; Non-essential instruction, since EMB = "0"
        SMB   15
        LD    EA, P4      ; E ← (P5), A ← (P4)
        SMB   0
        LD    ADATA,EA    ; (046H) ← A, (047H) ← E
        LD    BDATA,EA    ; (F8EH) ← A, (F8FH) ← E
```

2. If EMB = "1":

```
ADATA   EQU   46H
BDATA   EQU   8EH
        SMB   15
        LD    EA,P4       ; E ← (P5), A ← (P4)
        SMB   0
        LD    ADATA,EA    ; (046H) ← A, (047H) ← E
        LD    BDATA,EA    ; (08EH) ← A, (08FH) ← E
```

8-Bit Indirect Addressing

1. If EMB = "0":

```
ADATA   EQU   46H
        SMB   1           ; Non-essential instruction, since EMB = "0"
        LD    HL,#ADATA
        LD    EA,@HL      ; A ← (046H), E ← (047H)
```

2. If EMB = "1":

```
ADATA   EQU   46H
        SMB   1
        LD    HL,#ADATA
        LD    EA,@HL      ; A ← (146H), E ← (147H)
```

NOTES

4 MEMORY MAP

OVERVIEW

To support program control of peripheral hardware, I/O addresses for peripherals are memory-mapped to bank 15 of the RAM. Memory mapping lets you use a mnemonic as the operand of an instruction in place of the specific memory location.

Access to bank 15 is controlled by the select memory bank (SMB) instruction and by the enable memory bank flag (EMB) setting. If the EMB flag is "0", bank 15 can be addressed using direct addressing, regardless of the current SMB value. 1-bit direct and indirect addressing can be used for specific locations in bank 15, regardless of the current EMB value.

I/O MAP FOR HARDWARE REGISTERS

Table 4-1 contains detailed information about I/O mapping for peripheral hardware in bank 15 (register locations F80H–FFFH). Use the I/O map as a quick-reference source when writing application programs. The I/O map gives you the following information:

— Register address

— Register name (mnemonic for program addressing)

— Bit values (both addressable and non-manipulable)

— Read-only, write-only, or read and write addressability

— 1-bit, 4-bit, or 8-bit data manipulation characteristics

Table 4-1. I/O Map for Memory Bank 15

Addressing	Symbol	Description	Affected Memory mapped I/O
1-bit direct addressing	DA.b	The bit indicated by memory bank, DA and bit. (EMB=0, or EMB=1 and SMB 15)	All peripheral hardware that can be manipulated in 1 bit.
4-bit direct addressing	DA	The address indicated by memory bank and DA. (EMB=0, or EMB=1 and SMB 15)	All peripheral hardware that can be manipulated in 4 bits.
8-bit direct addressing	DA	The address (DA specifies an even address) indicated by memory bank and DA. (EMB=0, or EMB=1 and SMB 15)	All peripheral hardware that can be manipulated in 8 bits.
4-bit indirect addressing	@HL	The address indicated by memory bank and HL register. (EMB=1 and SMB 15)	All peripheral hardware that can be manipulated in 4 bits.
8-bit indirect addressing	@HL	The address indicated by memory bank and HL (the contents of the L register are even). (EMB=1 and SMB 15)	All peripheral hardware that can be manipulated in 8 bit.
1-bit manipulating addressing	mema.b	The bit indicated by mema and bit. (regardless of the status of EMB and SMB)	IS0, IS1, EMB, ERB, IEx, IRQx, Pn.m
	memb.@L	The bit indicated by the lower 2 bits of the L register of the address indicated by the upper 10 bits of memb and the upper 2 bits of the L reigster. (regardless of the status of EMB and SMB)	Pn.m
	@H+DA.b	The bit of the address indicated by memory bank, H register and the lower 4 bits of DA. (EMB=1 and SMB=15)	All peripheral hardware that can be manipulated in 1 bit.

Table 4-1. I/O Map for Memory Bank 15 (Continued)

Memory Bank 15							Addressing Mode		
Address	**Register**	**Bit 3**	**Bit 2**	**Bit 1**	**Bit 0**	**R/W**	**1-Bit**	**4-Bit**	**8-Bit**
F80H	SP	.3	.2	.1	"0"	R/W	No	No	Yes
F81H		.7	.6	.5	.4				
F82H									
F83H									
F84H									
F85H	BMOD	.3	.2	.1	.0	W	.3	Yes	No
F86H	BCNT					R	No	No	Yes
F87H									
F88H	WMOD	.3	.2	.1	.0	W	.3	No	Yes
F89H		.7	"0"	.5	.4				
F8AH									
F8BH									
F8CH	LMOD	.3	.2	.1	.0	W	No	No	Yes
F8DH		.7	.6	.5	.4				
F8EH	LCON	"0"	.2	.1	.0	W	No	Yes	No
F8FH									
F90H	TMOD0	.3	.2	"0"	"0"	W	.3	No	Yes
F91H		"0"	.6	.5	.4				
F92H		"0"	TOE0	"0"	"0"	R/W	Yes	Yes	No
F93H									
F94H	TCNT0					R	No	No	Yes
F95H									
F96H	TREF0					W	No	No	Yes
F97H									
F98H	WDMOD	.3	.2	.1	.0	W	No	No	Yes
F99H		.7	.6	.5	.4				
F9AH	WDFLAG	WDTCF	"0"	"0"	"0"	W	.3	Yes	No
FA6H	PNE1	.3	.2	.1	.0	W	No	Yes	Yes
FA7H									
FA8H	PNE2	.3	.2	.1	.0	W	No	No	Yes
FA9H		.7	.6	.5	.4				
FAAH	PNE3	"0"	.2	.1	.0			Yes	No
•									
•									
•									

Table 4-1. I/O Map for Memory Bank 15 (Continued)

Memory Bank 15							Addressing Mode		
Address	**Register**	**Bit 3**	**Bit 2**	**Bit 1**	**Bit 0**	**R/W**	**1-Bit**	**4-Bit**	**8-Bit**
FB0H	PSW	IS1	IS0	EMB	ERB	R/W	Yes	Yes	Yes
FB1H		C [1]	SC2	SC1	SC0	R	No	No	
FB2H	IPR	IME	.2	.1	.0	W	IME	Yes	No
FB3H	PCON	.3	.2	.1	.0	W	No	Yes	No
FB4H	IMOD0	"0"	"0"	.1	.0	W	No	Yes	No
FB5H	IMOD1	"0"	"0"	"0"	.0	W	No	Yes	No
FB6H	IMODK	"0"	.2	.1	.0	W	No	Yes	No
FB7H	SCMOD	.3	.2	"0"	.0	W	Yes	No	No
FB8H	IT0	IE4	IRQ4	IEB	IRQB	R/W	Yes	Yes	No
FB9H									
FBAH	IT1	"0"	"0"	IEW	IRQW	R/W	Yes	Yes	No
FBBH	IT2	"0"	"0"	IEK	IRQK				
FBCH	IT3	"0"	"0"	IET0	IRQT0				
FBDH	IT4	"0"	"0"	IES	IRQS				
FBEH	IT5	IE1	IRQ1	IE0	IRQ0				
FBFH	IT6	"0"	"0"	IE2	IRQ2				
FC0H	BSC0					R/W	Yes	Yes	Yes
FC1H	BSC1								
FC2H	BSC2								Yes
FC3H	BSC3								
•									
•									
•									
FD0H	CLMOD	.3	"0"	.1	.0	W	No	Yes	No
FD1H									
FD2H									
FD3H									
FD4H	CMPREG	.3	.2	.1	.0	R	No	Yes	No
FD5H									
FD6H	CMOD	.3	.2	.1	.0	R/W	No	No	Yes
FD7H		.7	.6	.5	"0"				
FD8H									
FD9H									

Table 4-1. I/O Map for Memory Bank 15 (Continued)

Memory Bank 15							Addressing Mode		
Address	**Register**	**Bit 3**	**Bit 2**	**Bit 1**	**Bit 0**	**R/W**	**1-Bit**	**4-Bit**	**8-Bit**
FDAH	IMOD2	.3	"0"	.1	.0	W	No	Yes	No
FDBH									
FDCH	PUMOD1	.3	.2	"0"	.0	W	No	No	Yes
FDDH		"0"	"0"	"0"	.4				
FDEH	PUMOD2	.3	.2	.1	.0	W	No	Yes	No
FDFH									
FE0H	SMOD	.3	.2	.1	.0	W	.3	No	Yes
FE1H		.7	.6	.5	"0"				
FE2H	P1MOD	"0"	"0"	.1	.0	W	No	Yes	No
FE3H									
FE4H	SBUF					R/W	No	No	Yes
FE5H									
FE6H	PMG1	.3	.2	.1	.0	W	No	No	Yes
FE7H		"0"	.6	.5	.4				
FE8H	PMG2	.3	.2	.1	.0	W	No	No	Yes
FE9H		.7	.6	.5	.4				
•									
FF0H	Port 0	.3	.2	.1	.0	R/W	Yes	Yes	No
FF1H	Port 1	.3	.2	.1	.0	R	Yes	Yes	No
FF2H	Port 2	.3	.2	.1	.0	R/W	Yes	Yes	Yes
FF3H	Port 3	.3/.7	.2/.6	.1/.5	.0/.4				
FF4H	Port 4	"0"	.2	.1	.0	R/W	Yes	Yes	No
•									
•									
FFFH									

NOTES:
1. The carry flag can be read or written by specific bit manipulation instructions only.
2. P5 is mapped at RAM locations 1F0H-1FFH. (Refer to 12-13 page)

REGISTER DESCRIPTIONS

In this section, register descriptions are presented in a consistent format to familiarize you with the memory-mapped I/O locations in bank 15 of the RAM. Figure 4-1 describes features of the register description format. Register descriptions are arranged in alphabetical order. Programmers can use this section as a quick-reference source when writing application programs.

Counter registers, buffer registers, and reference registers, as well as the stack pointer and port I/O latches, are not included in these descriptions. More detailed information about how these registers are used is included in Part II of this manual, "Hardware Descriptions", in the context of the corresponding peripheral hardware module descriptions.

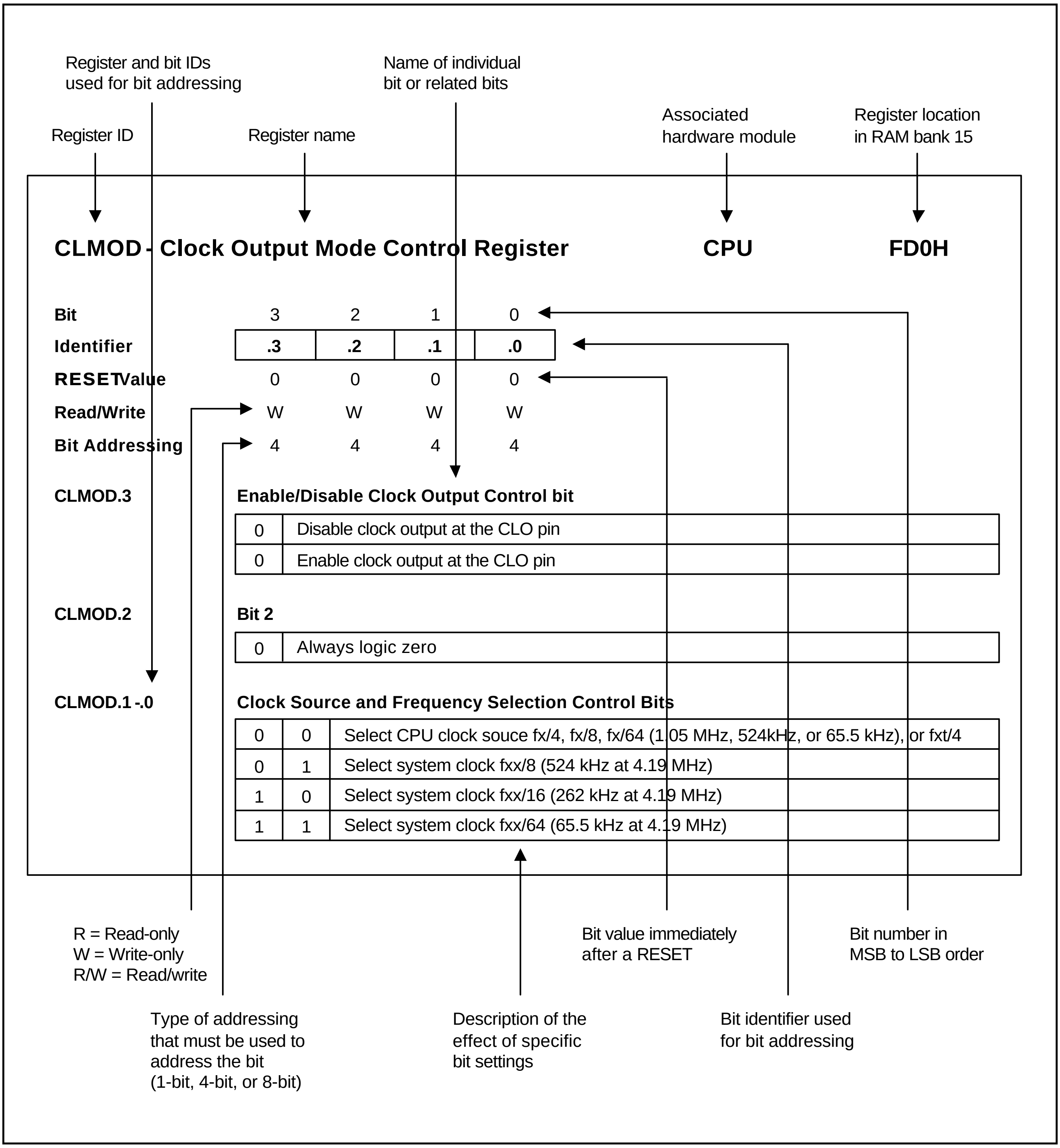


Figure 4-1. Register Description Format

BMOD — Basic Timer Mode Register BT F85H

Bit	3	2	1	0
Identifier	.3	.2	.1	.0
RESET Value	0	0	0	0
Read/Write	W	W	W	W
Bit Addressing	1/4	4	4	4

BMOD.3 **Basic Timer Restart Bit**

1	Restart basic timer, then clear IRQB flag, BCNT and BMOD.3 to logic zero

BMOD.2–.0 **Input Clock Frequency and Signal Stabilization Interval Control Bits**

0	0	0	Input clock frequency: Interrupt interval time (wait time):	$fxx/2^{12}$ (1.02 kHz) $2^{20}/fxx$ (250 ms)
0	1	1	Input clock frequency: Interrupt interval time (wait time):	$fxx/2^{9}$ (8.18 kHz) $2^{17}/fxx$ (31.3 ms)
1	0	1	Input clock frequency: Interrupt interval time (wait time):	$fxx/2^{7}$ (32.7 kHz) $2^{15}/fxx$ (7.82 ms)
1	1	1	Input clock frequency: Interrupt interval time (wait time):	$fxx/2^{5}$ (131 kHz) $2^{13}/fxx$ (1.95 ms)

NOTES:
1. When a RESET occurs, the oscillation stabilization time is 31.3 ms ($2^{17}/fxx$) at 4.19 MHz..
2. 'fxx' is the system clock rate given a clock frequency of 4.19 MHz.

CLMOD — Clock Output Mode Register CPU FD0H

Bit	3	2	1	0
Identifier	.3	"0"	.1	.0
RESET Value	0	0	0	0
Read/Write	W	W	W	W
Bit Addressing	4	4	4	4

CLMOD.3 **Enable/Disable Clock Output Control Bit**

0	Disable clock output at the CLO pin
1	Enable clock output at the CLO pin

CLMOD.2 **Bit 2**

0	Always logic zero

CLMOD.1–.0 **Clock Source and Frequency Selection Control Bits**

0	0	Select CPU clock source fxx/4, fxx/8 or fxx/64 (1.05 MHz, 524 kHz or 65.5 kHz); Refer to PCON
0	1	Select clock fxx/8 (524 kHz)
1	0	Select clock fxx/16 (262 kHz)
1	1	Select clock fxx/64 (65.5 kHz)

NOTE: "fx" is the main clock, given a clock frequency of 4.19 MHz.

CMOD — Comparator Mode Register COMPARATOR FD7H, FD6H

Bit	7	6	5	4	3	2	1	0
Identifier	**.7**	**.6**	**.5**	**"0"**	**.3**	**.2**	**.1**	**.0**
RESET Value	0	0	0	0	0	0	0	0
Read/Write	R/W	R/W	R/W	R/W	R/W	R/W	R/W	R/W
Bit Addressing	8	8	8	8	8	8	8	8

.7 **Comparator Enable/Disable Bit**

0	Comparator operation disable
1	Comparator operation enable

.6 **Conversion Timer Control Bit**

0	4×2^8/fx, 244.4 μs at 4.19 MHz
1	4×2^5/fx, 30.5 μs at 4.19 MHz

.5 **External/Internal Reference Selection Bit**

0	Internal reference, CIN0–1; analog input
1	External reference at CIN0, CIN1; analog input

.4 **Bit 4**

0	Always logic zero

.3–.0 **Reference Voltage Selection Bits**

$$\text{Selected } V_{REF} = V_{DD} \times \frac{(N+0.5)}{16}, \ N = 0 \text{ to } 15$$

SAMSUNG ELECTRONICS

IE0, IRQ0— INT0 Interrupt Enable/Request Flags CPU FBEH

IE1, IRQ1— INT1 Interrupt Enable/Request Flags CPU FBEH

Bit	3	2	1	0
Identifier	**IE1**	**IRQ1**	**IE0**	**IRQ0**
RESET Value	0	0	0	0
Read/Write	R/W	R/W	R/W	R/W
Bit Addressing	1/4	1/4	1/4	1/4

IE1 **INT1 Interrupt Enable Flag**

0	Disable interrupt requests at the INT1 pin
1	Enable interrupt requests at the INT1 pin

IRQ1 **INT1 Interrupt Request Flag**

–	Generate INT1 interrupt (This bit is set and cleared by hardware when rising or falling edge detected at INT1 pin.)

IE0 **INT0 Interrupt Enable Flag**

0	Disable interrupt requests at the INT0 pin
1	Enable interrupt requests at the INT0 pin

IRQ0 **INT0 Interrupt Request Flag**

–	Generate INT0 interrupt (This bit is set and cleared automatically by hardware when rising or falling edge detected at INT0 pin.)

IE2, IRQ2 — INT2 Interrupt Enable/Request Flags CPU FBFH

Bit	3	2	1	0
Identifier	**"0"**	**"0"**	**IE2**	**IRQ2**
RESET Value	0	0	0	0
Read/Write	R/W	R/W	R/W	R/W
Bit Addressing	1/4	1/4	1/4	1/4

.3–.2 **Bits 3–2**

0	Always logic zero

IE2 **INT2 Interrupt Enable Flag**

0	Disable INT2 interrupt requests at the INT2 pin
1	Enable INT2 interrupt requests at the INT2 pin

IRQ2 **INT2 Interrupt Request Flag**

–	Generate INT2 quasi-interrupt (This bit is set and is not cleared automatically by hardware when a rising or falling edge is detected at INT2. Since INT2 is a quasi-interrupt, IRQ2 flag must be cleared by software.)

IE4, IRQ4 — INT4 Interrupt Enable/Request Flags CPU FB8H

IEB, IRQB — INTB Interrupt Enable/Request Flags CPU FB8H

Bit	3	2	1	0
Identifier	IE4	IRQ4	IEB	IRQB
RESET Value	0	0	0	0
Read/Write	R/W	R/W	R/W	R/W
Bit Addressing	1/4	1/4	1/4	1/4

IE4 — **INT4 Interrupt Enable Flag**

0	Disable interrupt requests at the INT4 pin
1	Enable interrupt requests at the INT4 pin

IRQ4 — **INT4 Interrupt Request Flag**

–	Generate INT4 interrupt (This bit is set and cleared automatically by hardware when rising and falling signal edge detected at INT4 pin.)

IEB — **INTB Interrupt Enable Flag**

0	Disable INTB interrupt requests
1	Enable INTB interrupt requests

IRQB — **INTB Interrupt Request Flag**

–	Generate INTB interrupt (This bit is set and cleared automatically by hardware when reference interval signal received from basic timer.)

IES, IRQS — INTS Interrupt Enable/Request Flags CPU FBDH

Bit	3	2	1	0
Identifier	"0"	"0"	IES	IRQS
RESET Value	0	0	0	0
Read/Write	R/W	R/W	R/W	R/W
Bit Addressing	1/4	1/4	1/4	1/4

.3–.2 **Bits 3–2**

0	Always logic zero

IES **INTS Interrupt Enable Flag**

0	Disable INTS interrupt requests
1	Enable INTS interrupt requests

IRQS **INTS Interrupt Request Flag**

–	Generate INTS interrupt (This bit is set and cleared automatically by hardware when serial data transfer completion signal received from serial I/O interface.)

IET0, IRQT0 — INTT0 Interrupt Enable/Request Flags CPU FBCH

Bit	3	2	1	0
Identifier	"0"	"0"	IET0	IRQT0
RESET Value	0	0	0	0
Read/Write	R/W	R/W	R/W	R/W
Bit Addressing	1/4	¼	1/4	1/4

.3–.2 **Bits 3–2**

0	Always logic zero

IET0 **INTT0 Interrupt Enable Flag**

0	Disable INTT0 interrupt requests
1	Enable INTT0 interrupt requests

IRQT0 **INTT0 Interrupt Request Flag**

–	Generate INTT0 interrupt (This bit is set and cleared automatically by hardware when contents of TCNT0 and TREF0 registers match.)

IEK, IRQK — INTK Interrupt Enable/Request Flags CPU FBBH

Bit	3	2	1	0
Identifier	"0"	"0"	IEK	IRQK
RESET Value	0	0	0	0
Read/Write	R/W	R/W	R/W	R/W
Bit Addressing	1/4	1/4	1/4	1/4

IEK **INTK Interrupt Enable Flag**

0	Disable interrupt requests at the K0–K3 pins
1	Enable interrupt requests at the K0–K3 pins

IRQK **INTK Interrupt Request Flag**

–	Generate INTK interrupt (This bit is set and cleared automatically by hardware when rising or falling edge detected at K0–K3 pins.)

IEW, IRQW — INTW Interrupt Enable/Request Flags CPU FBAH

Bit	3	2	1	0
Identifier	"0"	"0"	IEW	IRQW
RESET Value	0	0	0	0
Read/Write	R/W	R/W	R/W	R/W
Bit Addressing	1/4	1/4	1/4	¼

.3–.2 **Bits 3–2**

0	Always logic zero

IEW **INTW Interrupt Enable Flag**

0	Disable INTW interrupt requests
1	Enable INTW interrupt requests

IRQW **INTW Interrupt Request Flag**

–	Generate INTW interrupt (This bit is set when the timer interval is set to 0.5 seconds or 3.91 milliseconds.)

NOTE: Since INTW is a quasi-interrupt, the IRQW flag must be cleared by software.

IMOD0 — External Interrupt 0 (INT0) Mode Register CPU FB4H

Bit	3	2	1	0
Identifier	**3**	**"0"**	**.1**	**.0**
RESET Value	0	0	0	0
Read/Write	W	W	W	W
Bit Addressing	4	4	4	4

IMOD0.3 **Interrupt Sampling Clock Selection Bit**

0	Select CPU clock as a sampling clock
1	Select sampling clock frequency of the selected system clock (fxx/64)

IMOD0.2 **Bit 2**

0	Always logic zero

IMOD0.1–.0 **External Interrupt Mode Control Bits**

0	0	Interrupt requests are triggered by a rising signal edge
0	1	Interrupt requests are triggered by a falling signal edge
1	0	Interrupt requests are triggered by both rising and falling signal edges
1	1	Interrupt request flag (IRQx) cannot be set to logic one

IMOD1 — External Interrupt 1 (INT1) Mode Register CPU FB5H

Bit	3	2	1	0
Identifier	"0"	"0"	"0"	IMOD1.0
RESET Value	0	0	0	0
Read/Write	W	W	W	W
Bit Addressing	4	4	4	4

IMOD1.3–.1 **Bits 3–1**

0	Always logic zero

IMOD1.0 **External Interrupt 1 Edge Detection Control Bit**

0	Rising edge detection
1	Falling edge detection

IMOD2 — External Interrupt 2 (INT2) Mode Register CPU FDAH

Bit	3	2	1	0
Identifier	**"0"**	**"0"**	**"0"**	**IMOD2.0**
RESET Value	0	0	0	0
Read/Write	W	W	W	W
Bit Addressing	4	4	4	4

IMOD2.3–.1 **Bits 3–1**

0	Always logic zero

IMOD2.0 **External Interrupt 2 Edge Detection Selection Bit**

0	Interrupt request at INT2 pin trigged by rising edge
1	Interrupt request at INT2 pin trigged by falling edge

IMODK — External Key Interrupt Mode Register CPU FB6H

Bit	3	2	1	0
Identifier	"0"	IMODK.2	IMODK.1	IMODK.0
RESET Value	0	0	0	0
Read/Write	W	W	W	W
Bit Addressing	4	4	4	4

IMODK.3 **Bit 3**

0	Always logic zero

IMODK.2 **External Key Interrupt Edge Detection Selection Bit**

0	Falling edge detection
1	Rising edge detection

IMODK.1–.0 **External Key Interrupt Mode Control Bits**

0	0	Disable key interrupt
0	1	Enable edge detection at K0–K1 pins
1	0	Enable edge detection at K0–K2 pins
1	1	Enable edge detection at K0–K3 pins

NOTES:

1. To generate a key interrupt, the selected pins must be configured to input mode.
2. If any one of key interrupt pins selected by IMODK register is configured as output mode, only falling edge can be detected.
3. To generate a key interrupt, first, configure pull-up resistors or external pull-down resistors. And then, select edge detection and pins by setting IMODK register.

IPR — Interrupt Priority Register CPU FB2H

Bit	3	2	1	0
Identifier	**IME**	**.2**	**.1**	**.0**
RESET Value	0	0	0	0
Read/Write	W	W	W	W
Bit Addressing	1/4	4	4	4

IME **Interrupt Master Enable Bit**

0	Disable all interrupt processing
1	Enable processing for all interrupt service requests

IPR.2–.0 **Interrupt Priority Assignment Bits**

0	0	0	Process all interrupt requests at low priority
0	0	1	Process INTB and INT4 interrupts only
0	1	0	Process INT0 interrupts only
0	1	1	Process INT1 interrupts only
1	0	0	Process INTS interrupts only
1	0	1	Process INTT0 interrupts only
1	1	0	Process INTK interrupts only

LCON — LCD Output Control Register LCD F8EH

Bit	3	2	1	0
Identifier	.3	.2	.1	.0
RESET Value	0	0	0	0
Read/Write	W	W	W	W
Bit Addressing	4	4	4	4

LCON.3 **LCD Bais Selection Bit**

0	1/4 bias select
1	1/3 bias select

LCON.2 **LCD Clock Output Disable/Enable Bit**

0	Disable LCDCK and LCDSY signal outputs
1	Enable LCDCK and LCDSY signal outputs

LCON.1 **Bit 1**

0	LCD display off (All COM/SEG pins are high output)
1	LCD display on

LCON.0 **Bit 0**

0	Turn off the internal LCD bias TR
1	Turn on the internal LCD bias TR

NOTES:

1. In case of LCON.0, you can turn on/off internal LCD bias TR.
2. In case of internal LCD bias
   When LCON.1–.0 = #00B, LCD display is turned off. When LCON.1–.0 = #11B, LCD display is turned on.
3. In case of external LCD bias
   When LCON.1–.0 = #00B and V_{LC5} = "High", LCD display is turned off.
   When LCON.1–.0 = #10B and V_{LC5} = "Low", LCD display is turned on.
4. To select LCD bias, you must use both the LCON.3 setting and an external LCD bias circuit connection.

LMOD — LCD Mode Register   LCD   F8DH, F8CH

Bit	7	6	5	4	3	2	1	0
Identifier	.7	.6	.5	.4	.3	.2	.1	.0
RESET Value	0	0	0	0	0	0	0	0
Read/Write	W	W	W	W	W	W	W	W
Bit Addressing	8	8	8	8	8	8	8	8

LMOD.7–.6 **LCD Output Segment and Pin Configuration Bits**

0	0	Segments 32–35 and 36–39
0	1	Segment 36–39; 1-bit output at P5.0–P5.3
1	0	Segment 32–35; 1-bit output at P5.4–P5.7
1	1	1-bit output only at P5.0–P5.7

LMOD.5–.4 **LCD Clock (LCDCK) Frequency Selection Bits**

0	0	When 1/3 duty: fw/2^8 (128 Hz); when 1/4 duty: fw/2^7 (256 Hz); When 1/8 duty: fw/2^6 (512 Hz)
0	1	When 1/3 duty: fw/2^7 (256 Hz); when 1/4 duty: fw/2^6 (512 Hz); When 1/8 duty: fw/2^5 (1024 Hz)
1	0	When 1/3 duty: fw/2^6 (512 Hz); when 1/4 duty: fw/2^5 (1024 Hz); When 1/8 duty: fw/2^4 (2048 Hz)
1	1	When 1/3 duty: fw/2^5 (1024 Hz); when 1/4 duty: fw/2^4 (2048 Hz); When 1/8 duty: fw/2^3 (4096 Hz)

LMOD.3–.2 **LCD Output Segment and Pin Configuration Bits**

0	0	1/8 duty (COM0–COM7 select)
1	0	1/4duty (COM0–COM3 select)
1	1	1/3duty (COM0–COM2 select)

LMOD.1–.0 **LCD Display Mode Selection Bits**

0	0	All LCD dots off
0	1	All LCD dots on
1	1	Normal display

NOTE: fw = 32,768 kHz

PCON — Power Control Register CPU FB3H

Bit	3	2	1	0
Identifier	.3	.2	.1	.0
RESET Value	0	0	0	0
Read/Write	W	W	W	W
Bit Addressing	4	4	4	4

PCON.3–.2 **CPU Operating Mode Control Bits**

0	0	Enable normal CPU operating mode
0	1	Initiate idle power-down mode
1	0	Initiate stop power-down mode

PCON.1–.0 **CPU Clock Frequency Selection Bits**

0	0	If SCMOD.0 = "0", fx/64; if SCMOD.0 = "1", fxt/4
1	0	If SCMOD.0 = "0", fx/8; if SCMOD.0 = "1", fxt/4
1	1	If SCMOD.0 = "0", fx/4; if SCMOD.0 = "1", fxt/4

NOTE: 'fx' is the main system clock; 'fxt' is the subsystem clock.

PMG1 — Port I/O Mode Flags (Group 1: Ports 0, 4) I/O FE7H, FE6H

Bit	7	6	5	4	3	2	1	0
Identifier	"0"	PM4.2	PM4.1	PM4.0	PM0.3	PM0.2	PM0.1	PM0.0
RESET Value	0	0	0	0	0	0	0	0
Read/Write	W	W	W	W	W	W	W	W
Bit Addressing	8	8	8	8	8	8	8	8

.7 — **Bit 7**

0	Always logic zero

PM4.2 — **P4.2 I/O Mode Selection Flag**

0	Set P4.2 to input mode
1	Set P4.2 to output mode

PM4.1 — **P4.1 I/O Mode Selection Flag**

0	Set P4.1 to input mode
1	Set P4.1 to output mode

PM4.0 — **P4.0 I/O Mode Selection Flag**

0	Set P4.0 to input mode
1	Set P4.0 to output mode

PM0.3 — **P0.3 I/O Mode Selection Flag**

0	Set P0.3 to input mode
1	Set P0.3 to output mode

PM0.2 — **P0.2 I/O Mode Selection Flag**

0	Set P0.2 to input mode
1	Set P0.2 to output mode

PM0.1 — **P0.1 I/O Mode Selection Flag**

0	Set P0.1 to input mode
1	Set P0.1 to output mode

PM0.0 — **P0.0 I/O Mode Selection Flag**

0	Set P0.0 to input mode
1	Set P0.0 to output mode

PMG2 — Port I/O Mode Flags (Group 2: Ports 2, 3) I/O FE9H, FE8H

Bit	7	6	5	4	3	2	1	0
Identifier	PM3.3	PM3.2	PM3.1	PM3.0	PM2.3	PM2.2	PM2.1	PM2.0
RESET Value	0	0	0	0	0	0	0	0
Read/Write	W	W	W	W	W	W	W	W
Bit Addressing	8	8	8	8	8	8	8	8

PM3.3 **P3.3 I/O Mode Selection Flag**

0	Set P3.3 to input mode
1	Set P3.3 to output mode

PM3.2 **P3.2 I/O Mode Selection Flag**

0	Set P3.2 to input mode
1	Set P3.2 to output mode

PM3.1 **P3.1 I/O Mode Selection Flag**

0	Set P3.1 to input mode
1	Set P3.1 to output mode

PM3.0 **P3.0 I/O Mode Selection Flag**

0	Set P3.0 to input mode
1	Set P3.0 to output mode

PM2.3 **P2.3 I/O Mode Selection Flag**

0	Set P2.3 to input mode
1	Set P2.3 to output mode

PM2.2 **P2.2 I/O Mode Selection Flag**

0	Set P2.2 to input mode
1	Set P2.2 to output mode

PM2.1 **P2.1 I/O Mode Selection Flag**

0	Set P2.1 to input mode
1	Set P2.1 to output mode

PM2.0 **P2.0 I/O Mode Selection Flag**

0	Set P2.0 to input mode
1	Set P2.0 to output mode

P1MOD — Port 1 Mode Register I/O FE2H

Bit	3	2	1	0
Identifier	"0"	"0"	.1	.0
RESET Value	0	0	0	0
Read/Write	W	W	W	W
Bit Addressing	4	4	4	4

.3 and .2 Bits 3–2

0	Always logic zero

P1MOD.1 P1.1 Analog/digital Selection Bit

0	Configure P1.1 as an analog input pin
1	Configure p1.1 as a digital input pin (interrupt may be occurred)

P1MOD.0 P1.0 Analog/digital Selection Bit

0	Configure P1.0 as an analog input pin
1	Configure p1.0 as a digital input pin (interrupt may be occurred)

NOTE: If analog input is selected in state if digital input, the IRQ0 and IRQ1 flags are set automatically.

PNE1 — N-Channel Open-Drain Mode Register 1 I/O FA6H

Bit	3	2	1	0
Identifier	.3	.2	.1	.0
RESET Value	0	0	0	0
Read/Write	W	W	W	W
Bit Addressing	4	4	4	4

PNE0.3 **P0.3 N-Channel Open-Drain Configurable Bit**

0	Configure P0.3 as a push-pull
1	Configure P0.3 as a n-channel open-drain

PNE0.2 **P0.2 N-Channel Open-Drain Configurable Bit**

0	Configure P0.2 as a push-pull
1	Configure P0.2 as a n-channel open-drain

PNE0.1 **P0.1 N-Channel Open-Drain Configurable Bit**

0	Configure P0.1 as a push-pull
1	Configure P0.1 as a n-channel open-drain

PNE0.0 **P0.0 N-Channel Open-Drain Configurable Bit**

0	Configure P0.0 as a push-pull
1	Configure P0.0 as a n-channel open-drain

PNE2 — N-Channel Open-Drain Mode Register 2 I/O FA9H, FA8H

Bit	7	6	5	4	3	2	1	0
Identifier	.7	.6	.5	.4	.3	.2	.1	.0
RESET Value	0	0	0	0	0	0	0	0
Read/Write	W	W	W	W	W	W	W	W
Bit Addressing	8	8	8	8	8	8	8	8

PNE2.7 **P3.3 N-Channel Open-Drain Configurable Bit**

0	Configure P3.3 as a push-pull
1	Configure P3.3 as a n-channel open-drain

PNE2.6 **P3.2 N-Channel Open-Drain Configurable Bit**

0	Configure P3.2 as a push-pull
1	Configure P3.2 as a n-channel open-drain

PNE2.5 **P3.1 N-Channel Open-Drain Configurable Bit**

0	Configure P3.1 as a push-pull
1	Configure P3.1 as a n-channel open-drain

PNE2.4 **P3.0 N-Channel Open-Drain Configurable Bit**

0	Configure P3.0 as a push-pull
1	Configure P3.0 as a n-channel open-drain

PNE2.3 **P2.3 N-Channel Open-Drain Configurable Bit**

0	Configure P2.3 as a push-pull
1	Configure P2.3 as a n-channel open-drain

PNE2.2 **P2.2 N-Channel Open-Drain Configurable Bit**

0	Configure P2.2 as a push-pull
1	Configure P2.2 as a n-channel open-drain

PNE2.1 **P2.1 N-Channel Open-Drain Configurable Bit**

0	Configure P2.1 as a push-pull
1	Configure P2.1 as a n-channel open-drain

PNE2.0 **P2.0 N-Channel Open-Drain Configurable Bit**

0	Configure P2.0 as a push-pull
1	Configure P2.0 as a n-channel open-drain

PNE3 — N-Channel Open-Drain Mode Register 3 I/O FAAH

Bit	3	2	1	0
Identifier	**"0"**	**.2**	**.1**	**.0**
RESET Value	0	0	0	0
Read/Write	W	W	W	W
Bit Addressing	4	4	4	4

.3 — **Bit 3**

0	Always logic zero

PNE3.2 — **P4.2 N-Channel Open-Drain Configurable Bit**

0	Configure P4.2 as a push-pull
1	Configure P4.2 as a n-channel open-drain

PNE3.1 — **P4.1 N-Channel Open-Drain Configurable Bit**

0	Configure P4.1 as a push-pull
1	Configure P4.1 as a n-channel open-drain

PNE3.0 — **P4.0 N-Channel Open-Drain Configurable Bit**

0	Configure P4.0 as a push-pull
1	Configure P4.0 as a n-channel open-drain

PSW — Program Status Word CPU FB1H, FB0H

Bit	7	6	5	4	3	2	1	0
Identifier	**C**	**SC2**	**SC1**	**SC0**	**IS1**	**IS0**	**EMB**	**ERB**
RESET Value	(1)	0	0	0	0	0	0	0
Read/Write	R/W	R	R	R	R/W	R/W	R/W	R/W
Bit Addressing	(2)	8	8	8	1/4/8	1/4/8	1/4/8	1/4/8

C — **Carry Flag**

0	No overflow or borrow condition exists
1	An overflow or borrow condition does exist

SC2–SC0 — **Skip Condition Flags**

0	No skip condition exists; no direct manipulation of these bits is allowed
1	A skip condition exists; no direct manipulation of these bits is allowed

IS1, IS0 — **Interrupt Status Flags**

0	0	Service all interrupt requests
0	1	Service only the high-priority interrupt(s) as determined in the interrupt priority register (IPR)
1	0	Do not service any more interrupt requests
1	1	Undefined

EMB — **Enable Data Memory Bank Flag**

0	Restrict program access to data memory to bank 15 (F80H–FFFH) and to the locations 000H–07FH in the bank 0 only
1	Enable full access to data memory banks 0, 1, 2 and 15

ERB — **Enable Register Bank Flag**

0	Select register bank 0 as working register area
1	Select register banks 0, 1, 2 or 3 as working register area in accordance with the select register bank (SRB) instruction operand

NOTES:
1. The value of the carry flag after a RESET occurs during normal operation is undefined. If a RESET occurs during power-down mode (IDLE or STOP), the current value of the carry flag is retained.
2. The carry flag can only be addressed by a specific set of 1-bit manipulation instructions. See Section 2 for detailed information.

PUMOD1 — Pull-up Resistor Mode Register 1 I/O FDDH, FDCH

Bit	7	6	5	4	3	2	1	0
Identifier	"0"	"0"	"0"	PUR4	PUR3	PUR2	"0"	PUR0
RESET Value	0	0	0	0	0	0	0	0
Read/Write	W	W	W	W	W	W	W	W
Bit Addressing	8	8	8	8	8	8	8	8

.7–.5 **Bits 7–5**

0	Always logic zero

PUR4 **Connect/Disconnect Port 4 Pull-up Resistor Control Bit**

0	Disconnect port 4 pull-up resistor
1	Connect port 4 pull-up resistor

PUR3 **Connect/Disconnect Port 3 Pull-up Resistor Control Bit**

0	Disconnect port 3 pull-up resistor
1	Connect port 3 pull-up resistor

PUR2 **Connect/Disconnect Port 2 Pull-up Resistor Control Bit**

0	Disconnect port 2 pull-up resistor
1	Connect port 2 pull-up resistor

.1 **Bit 1**

0	Always logic zero

PUR0 **Connect/Disconnect Port 0 Pull-up Resistor Control Bit**

0	Disconnect port 0 pull-up resistor
1	Connect port 0 pull-up resistor

PUMOD2 — Pull-up Resistor Mode Register 2 I/O FDEH

Bit	3	2	1	0
Identifier	.3	.2	.1	.0
RESET Value	0	0	0	0
Read/Write	W	W	W	W
Bit Addressing	4	4	4	4

PUMOD2.3 **Connect/Disconnect P1.3 Pull-up Resistor Control Bit**

0	Disconnect P1.3 pull-up resistor
1	Connect P1.3 pull-up resistor

PUMOD2.2 **Connect/Disconnect P1.2 Pull-up Resistor Control Bit**

0	Disconnect P1.2 pull-up resistor
1	Connect P1.2 pull-up resistor

PUMOD2.1 **Connect/Disconnect P1.1 Pull-up Resistor Control Bit**

0	Disconnect P1.1 pull-up resistor
1	Connect P1.1 pull-up resistor

PUMOD2.0 **Connect/Disconnect P1.0 Pull-up Resistor Control Bit**

0	Disconnect P1.0 pull-up resistor
1	Connect P1.0 pull-up resistor

SCMOD — System Clock Mode Control Register   CPU   FB7H

Bit	3	2	1	0
Identifier	.3	.2	"0"	.0
RESET Value	0	0	0	0
Read/Write	W	W	W	W
Bit Addressing	1	1	1	1

SCMOD.3 **Bit 3**

0	Enable main system clock
1	Disable main system clock

SCMOD.2 **Bit 2**

0	Enable sub system clock
1	Disable sub system clock

SCMOD.1 **Bit 1**

0	Always logic zero

SCMOD.0 **Bit 0**

0	Select main system clock
1	Select sub system clock

NOTES:
1. Sub-oscillation goes into stop mode only by SCMOD.2. PCON which revokes stop mode cannot stop the sub-oscillation.
2. You can use SCMOD.2 as follows (ex; after data bank was used, a few minutes have passed):
   Main operation → sub-operation → sub-idle (LCD on, after a few minutes later without any external input) → sub-operation → main operation → SCMOD.2 = 1 → main stop mode (LCD off).
3. SCMOD bits 3–0 cannot be modified simultaneously by a 4-bit instruction; they can only be modified by separate 1-bit instructions.

SMOD — Serial I/O Mode Register SIO FE1H, FE0H

	7	6	5	4	3	2	1	0
Bit	7	6	5	4	3	2	1	0
Identifier	.7	.6	.5	"0"	.3	.2	.1	.0
RESET Value	0	0	0	0	0	0	0	0
Read/Write	W	W	W	W	W	W	W	W
Bit Addressing	8	8	8	8	1/8	8	8	8

SMOD.7–.5 **Serial I/O Clock Selection and SBUF R/W Status Control Bits**

0	0	0	Use an external clock at the SCK pin; Enable SBUF when SIO operation is halted or when SCK goes high
0	0	1	Use the TOL0 clock from timer/counter 0; Enable SBUF when SIO operation is halted or when SCK goes high
0	1	x	Use the selected CPU clock (fx/4, fx/8, fx/64, or fxt/4) then, enable SBUF read/write operation. 'x' means 'don't care.'
1	0	0	4.09 kHz clock ($fxx/2^{10}$)
1	1	1	262 kHz clock ($fxx/2^{4}$); **NOTE:** You cannot select a $fx/2^{4}$ clock frequency if you have selected a CPU clock of fxx/64

NOTE: All kHz frequency ratings assume a system clock of 4.19 MHz.

SMOD.4 **Bit 4**

0	Always logic zero

SMOD.3 **Initiate Serial I/O Operation Bit**

1	Clear IRQS flag and 3-bit clock counter to logic zero; then initiate serial transmission. When SIO transmission starts, this bit is cleared by hardware to logic zero

SMOD.2 **Enable/Disable SIO Data Shifter and Clock Counter Bit**

0	Disable the data shifter and clock counter; the contents of IRQS flag is retained when serial transmission is completed
1	Enable the data shifter and clock counter; The IRQS flag is set to logic one when serial transmission is completed

SMOD.1 **Serial I/O Transmission Mode Selection Bit**

0	Receive-only mode
1	Transmit-and-receive mode

SMOD.0 **LSB/MSB Transmission Mode Selection Bit**

0	Transmit the most significant bit (MSB) first
1	Transmit the least significant bit (LSB) first

TMOD0 — Timer/Counter 0 Mode Register   T/C0   F91H, F90H

Bit	7	6	5	4	3	2	1	0
Identifier	"0"	.6	.5	.4	.3	.2	"0"	"0"
RESET Value	0	0	0	0	0	0	0	0
Read/Write	W	W	W	W	W	W	W	W
Bit Addressing	8	8	8	8	1/8	8	8	8

TMOD0.7 **Bit 7**

0	Always logic zero

TMOD0.6–.4 **Timer/Counter 0 Input Clock Selection Bits**

0	0	0	External clock input at TCL0 pin on rising edge
0	0	1	External clock input at TCL0 pin on falling edge
1	0	0	$fxx/2^{10}$ (4.09 kHz)
1	0	1	$fxx/2^{6}$ (65.5 kHz)
1	1	0	$fxx/2^{4}$ (262 kHz)
1	1	1	fxx (4.19 MHz)

TMOD0.3 **Clear Counter and Resume Counting Control Bit**

1	Clear TCNT0, IRQT0, and TOL0 and resume counting immediately (This bit is cleared automatically when counting starts.)

TMOD0.2 **Enable/Disable Timer/Counter 0 Bit**

0	Disable timer/counter 0; retain TCNT0 contents
1	Enable timer/counter 0

TMOD0.1 **Bit 1**

0	Always logic zero

TMOD0.0 **Bit 0**

0	Always logic zero

TOE — Timer Output Enable Flag Register T/C0 F92H

Bit	3	2	1	0
Identifier	"0"	TOE0	"0"	"0"
RESET Value	0	0	0	0
Read/Write	R/W	R/W	R/W	R/W
Bit Addressing	1/4	1/4	1/4	1/4

.3 — **Bit 3**

0	Always logic zero

TOE0 — **Timer/Counter 0 Output Enable Flag**

0	Disable timer/counter 0 output at the TCLO0 pin
1	Enable timer/counter 0 output at the TCLO0 pin

.1–.0 — **Bit 1–0**

0	Always logic zero

WDMOD — Watch-Dog Timer Mode Register F98H, F99H

Bit	7	6	5	4	3	2	1	0
Identifier	.7	.6	.5	.4	.3	.2	.1	.0
RESET Value	1	0	1	0	0	1	0	1
Read/Write	W	W	W	W	W	W	W	W
Bit Addressing	8	8	8	8	8	8	8	8

.7 - .0 **Watch-Dog Timer Enable/Disable Control**

5AH	Disable watch-dog timer function
Any other value	Enable watch-dog timer function

WDTCF — Watch-Dog Timer Flag F9AH

Bit	3	2	1	0
Identifier	WDTCF	"0"	"0"	"0"
RESET Value	0	0	0	0
Read/Write	W	—	—	—
Bit Addressing	1	—	—	—

.3 **Watch-dog timer's counter clear bit**

1	Clear and restart the watch-dog timer's counter

NOTE: Instruction that clear the watch-dog timer ("BITS WDTCF") should be executed at proper points in a program within a given period. If not executed within a given period and watch-dog timer overflows, RESET signal is generated and
system is restarted with reset status.

WMOD — Watch Timer Mode Register WT F89H, F88H

Bit	7	6	5	4	3	2	1	0
Identifier	**.7**	**"0"**	**.5**	**.4**	**.3**	**.2**	**.1**	**.0**
RESET Value	0	0	0	0	(note)	0	0	0
Read/Write	W	W	W	W	R	W	W	W
Bit Addressing	8	8	8	8	1	8	8	8

WMOD.7 **Enable/Disable Buzzer Output Bit**

0	Disable buzzer (BUZ) signal output at the BUZ pin
1	Enable buzzer (BUZ) signal output at the BUZ pin

WMOD.6 **Bit 6**

0	Always logic zero

WMOD.5–.4 **Output Buzzer Frequency Selection Bits**

0	0	2 kHz buzzer (BUZ) signal output
0	1	4 kHz buzzer (BUZ) signal output
1	0	8 kHz buzzer (BUZ) signal output
1	1	16 kHz buzzer (BUZ) signal output

WMOD.3 **XT_{IN} Input Level Control Bit**

0	Input level to XT_{IN} pin is low; 1-bit read-only addressable for tests
1	Input level to XT_{IN} pin is high; 1-bit read-only addressable for tests

WMOD.2 **Enable/Disable Watch Timer Bit**

0	Disable watch timer and clear frequency dividing circuits
1	Enable watch timer

WMOD.1 **Watch Timer Speed Control Bit**

0	Normal speed; set IRQW to 0.5 seconds
1	High-speed operation; set IRQW to 3.91 ms

WMOD.0 **Watch Timer Clock Selection Bit**

0	Select main system clock (fx)/128 as the watch timer clock Select main system clock (fx) as a LCD clock source
1	Select subsystem clock as the watch timer clock Select subsystem clock as the LCD clock source

NOTE: RESET sets WMOD.3 to the current input level of the subsystem clock, XT_{IN}. If the input level is high, WMOD.3 is set to logic one; if low, WMOD.3 is cleared to zero along with all the other bits in the WMOD register.

5 SAM48 INSTRUCTION SET

OVERVIEW

The SAM48 instruction set is specifically designed to support the large register files typically founded in most S3C7-series microcontrollers. The SAM48 instruction set includes 1-bit, 4-bit, and 8-bit instructions for data manipulation, logical and arithmetic operations, program control, and CPU control. I/O instructions for peripheral hardware devices are flexible and easy to use. Symbolic hardware names can be substituted as the instruction operand in place of the actual address. Other important features of the SAM48 instruction set include:

— 1-byte referencing of long instructions (REF instruction)

— Redundant instruction reduction (string effect)

— Skip feature for ADC and SBC instructions

Instruction operands conform to the operand format defined for each instruction. Several instructions have multiple operand formats.

Predefined values or labels can be used as instruction operands when addressing immediate data. Many of the symbols for specific registers and flags may also be substituted as labels for operations such DA, mema, memb, b, and so on. Using instruction labels can greatly simplify programming and debugging tasks.

INSTRUCTION SET FEATURES

In this section, the following SAM48 instruction set features are described in detail:

— Instruction reference area

— Instruction redundancy reduction

— Flexible bit manipulation

— ADC and SBC instruction skip condition

NOTES:
1. The ROM size accessed by instruction may change for different devices in the SAM48 product family (JP, JPS, CALL, and CALLS).
2. The number of memory bank selected by SMB may change for different devices in the SAM48 product family.
3. The port names used in the instruction set may change for different devices in the SAM48 product family.
4. The interrupt names and the interrupt numbers used in the instruction set may change for different devices in the SAM 47 product family.

INSTRUCTION REFERENCE AREA

Using the 1-byte REF (Reference) instruction, you can reference instructions stored in addresses 0020H-007FH of program memory (the REF instruction look-up table). The location referenced by REF may contain either two 1-byte instructions or a single 2-byte instruction. The starting address of the instruction being referenced must always be an even number.

3-byte instructions such as JP or CALL may also be referenced using REF. To reference these 3-byte instructions, the 2-byte pseudo commands TJP and TCALL must be written in the reference.

The PC is not incremented when a REF instruction is executed. After it executes, the program's instruction execution sequence resumes at the address immediately following the REF instruction. By using REF instructions to execute instructions larger than one byte, as well as branches and subroutines, you can reduce the program size. To summarize, the REF instruction can be used in three ways:

— Using the 1-byte REF instruction to execute one 2-byte or two 1-byte instructions;

— Branching to any location by referencing a branch address that is stored in the look-up table;

— Calling subroutines at any location by referencing a call address that is stored in the look-up table.

If necessary, a REF instruction can be circumvented by means of a skip operation prior to the REF in the execution sequence. In addition, the instruction immediately following a REF can also be skipped by using an appropriate reference instruction or instructions.

Two-byte instruction can be referenced by using a REF instruction (An exception is XCH A, DA). If the MSB value of the first one-byte instruction in the reference area is “0”, the instruction cannot be referenced by a REF instruction. Therefore, if you use REF to reference two 1-byte instruction stored in the reference area, specific combinations must be used for the first and second 1-byte instruction.
These combination examples are described in Table 5-1.

Table 5-1. Valid 1-Byte Instruction Combinations for REF Look-Ups

First 1-Byte Instruction		Second 1-Byte Instruction	
Instruction	**Operand**	**Instruction**	**Operand**
LD	A, #im	INCS (note) INCS DECS (note)	R RRb R
LD	A, @RRa	INCS (note) INCS DECS (note)	R RRb R
LD	@HL, A	INCS (note) INCS DECS (note)	R RRb R

NOTE: The MSB value of the instruction is “0”.

REDUCING INSTRUCTION REDUNDANCY

When redundant instructions such as LD A,#im and LD EA,#imm are used consecutively in a program sequence, only the first instruction is executed. The redundant instructions which follow are ignored, that is, they are handled like a NOP instruction. When LD HL,#imm instructions are used consecutively, redundant instructions are also ignored.

In the following example, only the 'LD A, #im' instruction will be executed. The 8-bit load instruction which follows it is interpreted as redundant and is ignored:

```
        LD      A,#im           ;  Load 4-bit immediate data (#im) to accumulator
        LD      EA,#imm         ;  Load 8-bit immediate data (#imm) to extended accumulator
```

In this example, the statements 'LD A,#2H' and 'LD A,#3H' are ignored:

```
        BITR    EMB
        LD      A,#1H           ;  Execute instruction
        LD      A,#2H           ;  Ignore, redundant instruction
        LD      A,#3H           ;  Ignore, redundant instruction
        LD      23H,A           ;  Execute instruction, 023H ← #1H
```

If consecutive LD HL, #imm instructions (load 8-bit immediate data to the 8-bit memory pointer pair, HL) are detected, only the first LD is executed and the LDs which immediately follow are ignored. For example,

```
        LD      HL,#10H         ;  HL ← 10H
        LD      HL,#20H         ;  Ignore, redundant instruction
        LD      A,#3H           ;  A ← 3H
        LD      EA,#35H         ;  Ignore, redundant instruction
        LD      @HL,A           ;  (10H) ← 3H
```

If an instruction reference with a REF instruction has a redundancy effect, the following conditions apply:

— If the instruction *preceding* the REF has a redundancy effect, this effect is cancelled and the referenced instruction is not skipped.

— If the instruction *following* the REF has a redundancy effect, the instruction following the REF is skipped.

☞ PROGRAMMING TIP — Example of the Instruction Redundancy Effect

```
        ORG     0020H
ABC     LD      EA,#30H             ;  Stored in REF instruction reference area
        ORG     0080H
         •
         •
         •
        LD      EA,#40H             ;  Redundancy effect is encountered
        REF     ABC                 ;  No skip (EA ← #30H)
         •
         •
         •
        REF     ABC                 ;  EA ← #30H
        LD      EA,#50H             ;  Skip
```

FLEXIBLE BIT MANIPULATION

In addition to normal bit manipulation instructions like set and clear, the SAM48 instruction set can also perform bit tests, bit transfers, and bit Boolean operations. Bits can also be addressed and manipulated by special bit addressing modes. Three types of bit addressing are supported:

— mema.b

— memb.@L

— @H+DA.b

The parameters of these bit addressing modes are described in more detail in Table 5-2.

Table 5-2. Bit Addressing Modes and Parameters

Addressing Mode	Addressable Peripherals	Address Range
mema.b	ERB, EMB, IS1, IS0, IEx, IRQx	FB0H-FBFH
	Ports	FF0H-FFFH
memb.@L	Ports, and BSC	FC0H-FFFH
@H+DA.b	All bit-manipulatable peripheral hardware	All bits of the memory bank specified by EMB and SMB that are bit-manipulatable

NOTE: Some device in the SAM48 product family don't have BSC.

INSTRUCTIONS WHICH HAVE SKIP CONDITIONS

The following instructions have a skip function when an overflow or borrow occurs:

XCHI	INCS
XCHD	DECS
LDI	ADS
LDD	SBS

If there is an overflow or borrow from the result of an increment or decrement, a skip signal is generated and a skip is executed. However, the carry flag value is unaffected.

The instructions BTST, BTSF, and CPSE also generate a skip signal and execute a skip when they meet a skip condition, and the carry flag value is also unaffected.

INSTRUCTIONS WHICH AFFECT THE CARRY FLAG

The only instructions which do not generate a skip signal, but which do affect the carry flag are as follows:

ADC	LDB	C,(operand)
SBC	BAND	C,(operand)
SCF	BOR	C,(operand)
RCF	BXOR	C,(operand)
CCF	IRET	
RRC		

ADC AND SBC INSTRUCTION SKIP CONDITIONS

The instructions 'ADC A,@HL' and 'SBC A,@HL' can generate a skip signal, and set or clear the carry flag, when they are executed in combination with the instruction 'ADS A,#im'.

If an 'ADS A,#im' instruction immediately follows an 'ADC A,@HL' or 'SBC A,@HL' instruction in a program sequence, the ADS instruction does not skip the instruction following it, even if it has a skip function. If, however, an 'ADC A,@HL' or 'SBC A,@HL' instruction is immediately followed by an 'ADS A,#im' instruction, the ADC (or SBC) skips on overflow (or if there is no borrow) to the instruction immediately following the ADS, and program execution continues. Table 5-3 contains additional information and examples of the 'ADC A,@HL' and 'SBC A,@HL' skip feature.

Table 5-3. Skip Conditions for ADC and SBC Instructions

Sample Instruction Sequences		If the result of instruction 1 is:	Then, the execution sequence is:	Reason
ADC A,@HL ADS A,#im xxx xxx	1 2 3 4	Overflow No overflow	1, 3, 4 1, 2, 3, 4	ADS cannot skip instruction 3, even if it has a skip function.
SBC A,@HL ADS A,#im xxx xxx	1 2 3 4	Borrow No borrow	1, 2, 3, 4 1, 3, 4	ADS cannot skip instruction 3, even if it has a skip function.

SYMBOLS AND CONVENTIONS

Table 5-4. Data Type Symbols

Symbol	Data Type
d	Immediate data
a	Address data
b	Bit data
r	Register data
f	Flag data
i	Indirect addressing data
t	memc × 0.5 immediate data

Table 5-5. Register Identifiers

Full Register Name	ID
4-bit accumulator	A
4-bit working registers	E, L, H, X, W, Z, Y
8-bit extended accumulator	EA
8-bit memory pointer	HL
8-bit working registers	WX, YZ, WL
Select register bank 'n'	SRB n
Select memory bank 'n'	SMB n
Carry flag	C
Program status word	PSW
Port 'n'	Pn
'm'-th bit of port 'n'	Pn.m
Interrupt priority register	IPR
Enable memory bank flag	EMB
Enable register bank flag	ERB

Table 5-6. Instruction Operand Notation

Symbol	Definition
DA	Direct address
@	Indirect address prefix
src	Source operand
dst	Destination operand
(R)	Contents of register R
.b	Bit location
im	4-bit immediate data (number)
imm	8-bit immediate data (number)
#	Immediate data prefix
ADR	000H-3FFFH immediate address
ADRn	'n' bit address
R	A, E, L, H, X, W, Z, Y
Ra	E, L, H, X, W, Z, Y
RR	EA, HL, WX, YZ
RRa	HL, WX, WL
RRb	HL, WX, YZ
RRc	WX, WL
mema	FB0H-FBFH, FF0H-FFFH
memb	FC0H-FFFH
memc	Code direct addressing: 0020H-007FH
SB	Select bank register (8 bits)
XOR	Logical exclusive-OR
OR	Logical OR
AND	Logical AND
[(RR)]	Contents addressed by RR

OPCODE DEFINITIONS

Table 5-7. Opcode Definitions (Direct)

Register	r2	r1	r0
A	0	0	0
E	0	0	1
L	0	1	0
H	0	1	1
X	1	0	0
W	1	0	1
Z	1	1	0
Y	1	1	1
EA	0	0	0
HL	0	1	0
WX	1	0	0
YZ	1	1	0

r = Immediate data for register

Table 5-8. Opcode Definitions (Indirect)

Register	i2	i1	i0
@HL	1	0	1
@WX	1	1	0
@WL	1	1	1

i = Immediate data for indirect addressing

CALCULATING ADDITIONAL MACHINE CYCLES FOR SKIPS

A machine cycle is defined as one cycle of the selected CPU clock. Three different clock rates can be selected using the PCON register.

In this document, the letter 'S' is used in tables when describing the number of additional machine cycles required for an instruction to execute, given that the instruction has a skip function ('S' = skip). The addition number of machine cycles that will be required to perform the skip usually depends on the size of the instruction being skipped — whether it is a 1-byte, 2-byte, or 3-byte instruction. A skip is also executed for SMB and SRB instructions.

The values in additional machine cycles for 'S' for the three cases in which skip conditions occur are as follows:

Case 1: No skip	S = 0 cycles
Case 2: Skip is 1-byte or 2-byte instruction	S = 1 cycle
Case 3: Skip is 3-byte instruction	S = 2 cycles

NOTE: REF instructions are skipped in one machine cycle.

HIGH-LEVEL SUMMARY

This section contains a high-level summary of the SAM48 instruction set in table format. The tables are designed to familiarize you with the range of instructions that are available in each instruction category.

These tables are a useful quick-reference resource when writing application programs.

If you are reading this user's manual for the first time, however, you may want to scan this detailed information briefly, and then return to it later on. The following information is provided for each instruction:

— Instruction name

— Operand(s)

— Brief operation description

— Number of bytes of the instruction and operand(s)

— Number of machine cycles required to execute the instruction

The tables in this section are arranged according to the following instruction categories:

— CPU control instructions

— Program control instructions

— Data transfer instructions

— Logic instructions

— Arithmetic instructions

— Bit manipulation instructions

Table 5-9. CPU Control Instructions — High-Level Summary

Name	Operand	Operation Description	Bytes	Cycles
SCF	–	Set carry flag to logic one	1	1
RCF		Reset carry flag to logic zero	1	1
CCF		Complement carry flag	1	1
EI		Enable all interrupts	2	2
DI		Disable all interrupts	2	2
IDLE		Engage CPU idle mode	2	2
STOP		Engage CPU stop mode	2	2
NOP		No operation	1	1
SMB	n	Select memory bank	2	2
SRB	n	Select register bank	2	2
REF	memc	Reference code	1	1
VENTn	EMB (0,1) ERB (0,1) ADR	Load enable memory bank flag (EMB) and the enable register bank flag (ERB) and program counter to vector address, then branch to the corresponding location	2	2

Table 5-10. Program Control Instructions — High-Level Summary

Name	Operand	Operation Description	Bytes	Cycles
CPSE	R,#im	Compare and skip if register equals #im	2	2 + S
	@HL,#im	Compare and skip if indirect data memory equals #im	2	2 + S
	A,R	Compare and skip if A equals R	2	2 + S
	A,@HL	Compare and skip if A equals indirect data memory	1	1 + S
	EA,@HL	Compare and skip if EA equals indirect data memory	2	2 + S
	EA,RR	Compare and skip if EA equals RR	2	2 + S
JP	ADR	Jump to direct address (14 bits)	3	3
JPS	ADR	Jump direct in page (12 bits)	2	2
JR	#im	Jump to immediate address	1	2
	@WX	Branch relative to WX register	2	3
	@EA	Branch relative to EA	2	3
CALL	ADR	Call direct in page (14 bits)	3	4
CALLS	ADR	Call direct in page (11 bits)	2	3
RET	–	Return from subroutine	1	3
IRET	–	Return from interrupt	1	3
SRET	–	Return from subroutine and skip	1	3 + S

Table 5-11. Data Transfer Instructions — High-Level Summary

Name	Operand	Operation Description	Bytes	Cycles
XCH	A,DA	Exchange A and direct data memory contents	2	2
	A,Ra	Exchange A and register (Ra) contents	1	1
	A,@RRa	Exchange A and indirect data memory	1	1
	EA,DA	Exchange EA and direct data memory contents	2	2
	EA,RRb	Exchange EA and register pair (RRb) contents	2	2
	EA,@HL	Exchange EA and indirect data memory contents	2	2
XCHI	A,@HL	Exchange A and indirect data memory contents; increment contents of register L and skip on carry	1	2 + S
XCHD	A,@HL	Exchange A and indirect data memory contents; decrement contents of register L and skip on carry	1	2 + S
LD	A,#im	Load 4-bit immediate data to A	1	1
	A,@RRa	Load indirect data memory contents to A	1	1
	A,DA	Load direct data memory contents to A	2	2
	A,Ra	Load register contents to A	2	2
	Ra,#im	Load 4-bit immediate data to register	2	2
	RR,#imm	Load 8-bit immediate data to register	2	2
	DA,A	Load contents of A to direct data memory	2	2
	Ra,A	Load contents of A to register	2	2
	EA,@HL	Load indirect data memory contents to EA	2	2
	EA,DA	Load direct data memory contents to EA	2	2
	EA,RRb	Load register contents to EA	2	2
	@HL,A	Load contents of A to indirect data memory	1	1
	DA,EA	Load contents of EA to data memory	2	2
	RRb,EA	Load contents of EA to register	2	2
	@HL,EA	Load contents of EA to indirect data memory	2	2
LDI	A,@HL	Load indirect data memory to A; increment register L contents and skip on carry	1	2 + S
LDD	A,@HL	Load indirect data memory contents to A; decrement register L contents and skip on carry	1	2 + S
LDC	EA,@WX	Load code byte from WX to EA	1	3
	EA,@EA	Load code byte from EA to EA	1	3
RRC	A	Rotate right through carry bit	1	1
PUSH	RR	Push register pair onto stack	1	1
	SB	Push SMB and SRB values onto stack	2	2
POP	RR	Pop to register pair from stack	1	1
	SB	Pop SMB and SRB values from stack	2	2

Table 5-12. Logic Instructions — High-Level Summary

Name	Operand	Operation Description	Bytes	Cycles
AND	A,#im	Logical-AND A immediate data to A	2	2
	A,@HL	Logical-AND A indirect data memory to A	1	1
	EA,RR	Logical-AND register pair (RR) to EA	2	2
	RRb,EA	Logical-AND EA to register pair (RRb)	2	2
OR	A, #im	Logical-OR immediate data to A	2	2
	A, @HL	Logical-OR indirect data memory contents to A	1	1
	EA,RR	Logical-OR double register to EA	2	2
	RRb,EA	Logical-OR EA to double register	2	2
XOR	A,#im	Exclusive-OR immediate data to A	2	2
	A,@HL	Exclusive-OR indirect data memory to A	1	1
	EA,RR	Exclusive-OR register pair (RR) to EA	2	2
	RRb,EA	Exclusive-OR register pair (RRb) to EA	2	2
COM	A	Complement accumulator (A)	2	2

Table 5-13. Arithmetic Instructions — High-Level Summary

Name	Operand	Operation Description	Bytes	Cycles
ADC	A,@HL	Add indirect data memory to A with carry	1	1
	EA,RR	Add register pair (RR) to EA with carry	2	2
	RRb,EA	Add EA to register pair (RRb) with carry	2	2
ADS	A, #im	Add 4-bit immediate data to A and skip on carry	1	1 + S
	EA,#imm	Add 8-bit immediate data to EA and skip on carry	2	2 + S
	A,@HL	Add indirect data memory to A and skip on carry	1	1 + S
	EA,RR	Add register pair (RR) contents to EA and skip on carry	2	2 + S
	RRb,EA	Add EA to register pair (RRb) and skip on carry	2	2 + S
SBC	A,@HL	Subtract indirect data memory from A with carry	1	1
	EA,RR	Subtract register pair (RR) from EA with carry	2	2
	RRb,EA	Subtract EA from register pair (RRb) with carry	2	2
SBS	A,@HL	Subtract indirect data memory from A; skip on borrow	1	1 + S
	EA,RR	Subtract register pair (RR) from EA; skip on borrow	2	2 + S
	RRb,EA	Subtract EA from register pair (RRb); skip on borrow	2	2 + S
DECS	R	Decrement register (R); skip on borrow	1	1 + S
	RR	Decrement register pair (RR); skip on borrow	2	2 + S
INCS	R	Increment register (R); skip on carry	1	1 + S
	DA	Increment direct data memory; skip on carry	2	2 + S
	@HL	Increment indirect data memory; skip on carry	2	2 + S
	RRb	Increment register pair (RRb); skip on carry	1	1 + S

Table 5-14. Bit Manipulation Instructions — High-Level Summary

Name	Operand	Operation Description	Bytes	Cycles
BTST	C	Test specified bit and skip if carry flag is set	1	1 + S
	DA.b	Test specified bit and skip if memory bit is set	2	2 + S
	mema.b			
	memb.@L			
	@H+DA.b			
BTSF	DA.b	Test specified memory bit and skip if bit equals "0"		
	mema.b			
	memb.@L			
	@H+DA.b			
BTSTZ	mema.b	Test specified bit; skip and clear if memory bit is set		
	memb.@L			
	@H+DA.b			
BITS	DA.b	Set specified memory bit	2	2
	mema.b			
	memb.@L			
	@H+DA.b			
BITR	DA.b	Clear specified memory bit to logic zero		
	mema.b			
	memb.@L			
	@H+DA.b			
BAND	C,mema.b	Logical-AND carry flag with specified memory bit		
	C,memb.@L			
	C,@H+DA.b			
BOR	C,mema.b	Logical-OR carry with specified memory bit		
	C,memb.@L			
	C,@H+DA.b			
BXOR	C,mema.b	Exclusive-OR carry with specified memory bit		
	C,memb.@L			
	C,@H+DA.b			
LDB	mema.b,C	Load carry bit to a specified memory bit		
	memb.@L,C	Load carry bit to a specified indirect memory bit		
	@H+DA.b,C			
	C,mema.b	Load specified memory bit to carry bit		
	C,memb.@L	Load specified indirect memory bit to carry bit		
	C,@H+DA.b			

BINARY CODE SUMMARY

This section contains binary code values and operation notation for each instruction in the SAM48 instruction set in an easy-to-read, tabular format. It is intended to be used as a quick-reference source for programmers who are experienced with the SAM48 instruction set. The same binary values and notation are also included in the detailed descriptions of individual instructions later in Section 5.

If you are reading this user's manual for the first time, please just scan this very detailed information briefly. Most of the general information you will need to write application programs can be found in the high-level summary tables in the previous section. The following information is provided for each instruction:

— Instruction name

— Operand(s)

— Binary values

— Operation notation

The tables in this section are arranged according to the following instruction categories:

— CPU control instructions

— Program control instructions

— Data transfer instructions

— Logic instructions

— Arithmetic instructions

— Bit manipulation instructions

Table 5-15. CPU Control Instructions — Binary Code Summary

Name	Operand	Binary Code								Operation Notation
SCF	–	1	1	1	0	0	1	1	1	C ← 1
RCF		1	1	1	0	0	1	1	0	C ← 0
CCF		1	1	0	1	0	1	1	0	C ← C
EI		1	1	1	1	1	1	1	1	IME ← 1
		1	0	1	1	0	0	1	0	
DI		1	1	1	1	1	1	1	0	IME ← 0
		1	0	1	1	0	0	1	0	
IDLE		1	1	1	1	1	1	1	1	PCON.2 ← 1
		1	0	1	0	0	0	1	1	
STOP		1	1	1	1	1	1	1	1	PCON.3 ← 1
		1	0	1	1	0	0	1	1	
NOP		1	0	1	0	0	0	0	0	No operation
SMB	n	1	1	0	1	1	1	0	1	SMB ← n
		0	1	0	0	d3	d2	d1	d0	
SRB	n	1	1	0	1	1	1	0	1	SRB ← n (n = 0, 1, 2, 3)
		0	1	0	1	0	0	d1	d0	
REF	memc	t7	t6	t5	t4	t3	t2	t1	t0	PC13-0← memc.5-0+ (memc+1).7-0
VENTn	EMB (0,1) ERB (0,1) ADR	E M B	E R B	a13	a12	a11	a10	a9	a8	ROM (2 x n) 7-6 → EMB, ERB ROM (2 x n) 5-4 → PC12,PC13 ROM (2 x n) 3-0 → PC11-8 ROM (2 x n + 1) 7-0 → PC7-0 (n = 0, 1, 2, 3, 4, 5, 6, 7)
		a7	a6	a5	a4	a3	a2	a1	a0	

Table 5-16. Program Control Instructions — Binary Code Summary

Name	Operand	Binary Code								Operation Notation
CPSE	R,#im	1	1	0	1	1	0	0	1	Skip if R = im
		d3	d2	d1	d0	0	r2	r1	r0	
	@HL,#im	1	1	0	1	1	1	0	1	Skip if (HL) = im
		0	1	1	1	d3	d2	d1	d0	
	A,R	1	1	0	1	1	1	0	1	Skip if A = R
		0	1	1	0	1	r2	r1	r0	
	A,@HL	0	0	1	1	1	0	0	0	Skip if A = (HL)
	EA,@HL	1	1	0	1	1	1	0	0	Skip if A = (HL), E = (HL+1)
		0	0	0	0	1	0	0	1	
	EA,RR	1	1	0	1	1	1	0	0	Skip if EA = RR
		1	1	1	0	1	r2	r1	0	
JP	ADR	1	1	0	1	1	0	1	1	PC13-0 ← ADR13-0
		0	0	a13	a12	a11	a10	a9	a8	
		a7	a6	a5	a4	a3	a2	a1	a0	
JPS	ADR	1	0	0	1	a11	a10	a9	a8	PC13-0 ← PC13-12 + ADR11-0
		a7	a6	a5	a4	a3	a2	a1	a0	
JR	#im *									PC13-0 ← ADR (PC-15 to PC+16)
	@WX	1	1	0	1	1	1	0	1	PC13-0 ← PC13-8 + (WX)
		0	1	1	0	0	1	0	0	
	@EA	1	1	0	1	1	1	0	1	PC13-0 ← PC13-8 + (EA)
		0	1	1	0	0	0	0	0	
CALL	ADR	1	1	0	1	1	0	1	1	[(SP-1) (SP-2)] ← EMB, ERB
		0	1	a13	a12	a11	a10	a9	a8	[(SP-3) (SP-4)] ← PC7-0
		a7	a6	a5	a4	a3	a2	a1	a0	[(SP-5) (SP-6)] ← PC13-8
CALLS	ADR	1	1	1	0	1	a10	a9	a8	[(SP-1) (SP-2)] ← EMB, ERB
		a7	a6	a5	a4	a3	a2	a1	a0	[(SP-3) (SP-4)] ← PC7-0 [(SP-5) (SP-6)] ← PC14-8

	First Byte								Condition
* JR #im	0	0	0	1	a3	a2	a1	a0	PC ← PC+2 to PC+16
	0	0	0	0	a3	a2	a1	a0	PC ← PC-1 to PC-15

Table 5-16. Program Control Instructions — Binary Code Summary (Continued)

Name	Operand	Binary Code								Operation Notation
RET	–	1	1	0	0	0	1	0	1	PC13-8 ← (SP + 1) (SP) PC7-0← (SP + 3) (SP + 2) EMB,ERB ← (SP + 4) SP ← SP + 6
IRET	–	1	1	0	1	0	1	0	1	PC13-8 ← (SP + 1) (SP) PC7-0 ← (SP + 3) (SP + 2) PSW ← (SP + 5) (SP + 4) SP ← SP + 6
SRET	–	1	1	1	0	0	1	0	1	PC13-8 ← (SP + 1) (SP) PC7-0 ← (SP + 3) (SP + 2) EMB,ERB ← (SP + 4) SP ← SP + 6

Table 5-17. Data Transfer Instructions — Binary Code Summary

Name	Operand	Binary Code								Operation Notation
XCH	A,DA	0	1	1	1	1	0	0	1	A ↔ DA
		a7	a6	a5	a4	a3	a2	a1	a0	
	A,Ra	0	1	1	0	1	r2	r1	r0	A ↔ Ra
	A,@RRa	0	1	1	1	1	i2	i1	i0	A ↔ (RRa)
	EA,DA	1	1	0	0	1	1	1	1	A ↔ DA,E ↔ DA + 1
		a7	a6	a5	a4	a3	a2	a1	a0	
	EA,RRb	1	1	0	1	1	1	0	0	EA ↔ RRb
		1	1	1	0	0	r2	r1	0	
	EA,@HL	1	1	0	1	1	1	0	0	A ↔ (HL), E ↔ (HL + 1)
		0	0	0	0	0	0	0	1	
XCHI	A,@HL	0	1	1	1	1	0	1	0	A ↔ (HL), then L ← L+1; skip if L = 0H
XCHD	A,@HL	0	1	1	1	1	0	1	1	A ↔ (HL), then L ← L-1; skip if L = 0FH
LD	A,#im	1	0	1	1	d3	d2	d1	d0	A ← im
	A,@RRa	1	0	0	0	1	i2	i1	i0	A ← (RRa)
	A,DA	1	0	0	0	1	1	0	0	A ← DA
		a7	a6	a5	a4	a3	a2	a1	a0	
	A,Ra	1	1	0	1	1	1	0	1	A ← Ra
		0	0	0	0	1	r2	r1	r0	

Table 5-17. Data Transfer Instructions — Binary Code Summary (Continued)

Name	Operand	Binary Code								Operation Notation
LD	Ra,#im	1	1	0	1	1	0	0	1	Ra ← im
		d3	d2	d1	d0	1	r2	r1	r0	
	RR,#imm	1	0	0	0	0	r2	r1	1	RR ← imm
		d7	d6	d5	d4	d3	d2	d1	d0	
	DA,A	1	0	0	0	1	0	0	1	DA ← A
		a7	a6	a5	a4	a3	a2	a1	a0	
	Ra,A	1	1	0	1	1	1	0	1	Ra ← A
		0	0	0	0	0	r2	r1	r0	
	EA,@HL	1	1	0	1	1	1	0	0	A ← (HL), E ← (HL + 1)
		0	0	0	0	1	0	0	0	
	EA,DA	1	1	0	0	1	1	1	0	A ← DA, E ← DA + 1
		a7	a6	a5	a4	a3	a2	a1	a0	
	EA,RRb	1	1	0	1	1	1	0	0	EA ← RRb
		1	1	1	1	1	r2	r1	0	
	@HL,A	1	1	0	0	0	1	0	0	(HL) ← A
	DA,EA	1	1	0	0	1	1	0	1	DA ← A, DA + 1 ←E
		a7	a6	a5	a4	a3	a2	a1	a0	
	RRb,EA	1	1	0	1	1	1	0	0	RRb ← EA
		1	1	1	1	0	r2	r1	0	
	@HL,EA	1	1	0	1	1	1	0	0	(HL) ← A, (HL + 1) ← E
		0	0	0	0	0	0	0	0	
LDI	A,@HL	1	0	0	0	1	0	1	0	A ← (HL), then L ← L+1; skip if L = 0H
LDD	A,@HL	1	0	0	0	1	0	1	1	A ← (HL), then L ← L-1; skip if L = 0FH
LDC	EA,@WX	1	1	0	0	1	1	0	0	EA ← [PC13-8 + (WX)]
	EA,@EA	1	1	0	0	1	0	0	0	EA ← [PC13-8 + (EA)]
RRC	A	1	0	0	0	1	0	0	0	C ← A.0, A3 ← C A.n-1 ← A.n (n = 1, 2, 3)
PUSH	RR	0	0	1	0	1	r2	r1	1	((SP-1)) ((SP-2)) ← (RR), (SP) ← (SP)-2
	SB	1	1	0	1	1	1	0	1	((SP-1)) ← (SMB), ((SP-2)) ←(SRB), (SP) ← (SP)-2
		0	1	1	0	0	1	1	1	

Table 5-17. Data Transfer Instructions — Binary Code Summary (Concluded)

Name	Operand	Binary Code								Operation Notation
POP	RR	0	0	1	0	1	r2	r1	0	RR_L ← (SP), RR_H ← (SP + 1) SP ← SP + 2
	SB	1	1	0	1	1	1	0	1	(SRB) ← (SP), SMB ← (SP + 1), SP ← SP + 2
		0	1	1	0	0	1	1	0	

Table 5-18. Logic Instructions — Binary Code Summary

Name	Operand	Binary Code								Operation Notation
AND	A,#im	1	1	0	1	1	1	0	1	A ← A AND im
		0	0	0	1	d3	d2	d1	d0	
	A,@HL	0	0	1	1	1	0	0	1	A ← A AND (HL)
	EA,RR	1	1	0	1	1	1	0	0	EA ← EA AND RR
		0	0	0	1	1	r2	r1	0	
	RRb,EA	1	1	0	1	1	1	0	0	RRb ← RRb AND EA
		0	0	0	1	0	r2	r1	0	
OR	A, #im	1	1	0	1	1	1	0	1	A ← A OR im
		0	0	1	0	d3	d2	d1	d0	
	A, @HL	0	0	1	1	1	0	1	0	A ← A OR (HL)
	EA,RR	1	1	0	1	1	1	0	0	EA ← EA OR RR
		0	0	1	0	1	r2	r1	0	
	RRb,EA	1	1	0	1	1	1	0	0	RRb ← RRb OR EA
		0	0	1	0	0	r2	r1	0	
XOR	A,#im	1	1	0	1	1	1	0	1	A ← A XOR im
		0	0	1	1	d3	d2	d1	d0	
	A,@HL	0	0	1	1	1	0	1	1	A ← A XOR (HL)
	EA,RR	1	1	0	1	1	1	0	0	EA ← EA XOR (RR)
		0	0	1	1	0	r2	r1	0	
	RRb,EA	1	1	0	1	1	1	0	0	RRb ← RRb XOR EA
		0	0	1	1	0	r2	r1	0	
COM	A	1	1	0	1	1	1	0	1	A ← A
		0	0	1	1	1	1	1	1	

Table 5-19. Arithmetic Instructions — Binary Code Summary

Name	Operand	Binary Code								Operation Notation
ADC	A,@HL	0	0	1	1	1	1	1	0	C, A ← A + (HL) + C
	EA,RR	1	1	0	1	1	1	0	0	C, EA ← EA + RR + C
		1	0	1	0	1	r2	r1	0	
	RRb,EA	1	1	0	1	1	1	0	0	C, RRb ← RRb + EA + C
		1	0	1	0	0	r2	r1	0	
ADS	A, #im	1	0	1	0	d3	d2	d1	d0	A ← A + im; skip on carry
	EA,#imm	1	1	0	0	1	0	0	1	EA ← EA + imm; skip on carry
		d7	d6	d5	d4	d3	d2	d1	d0	
	A,@HL	0	0	1	1	1	1	1	1	A ← A+ (HL); skip on carry
	EA,RR	1	1	0	1	1	1	0	0	EA ← EA + RR; skip on carry
		1	0	0	1	1	r2	r1	0	
	RRb,EA	1	1	0	1	1	1	0	0	RRb ← RRb + EA; skip on carry
		1	0	0	1	0	r2	r1	0	
SBC	A,@HL	0	0	1	1	1	1	0	0	C,A ← A - (HL) - C
	EA,RR	1	1	0	1	1	1	0	0	C, EA ← EA -RR - C
		1	1	0	0	1	r2	r1	0	
	RRb,EA	1	1	0	1	1	1	0	0	C,RRb ← RRb - EA - C
		1	1	0	0	0	r2	r1	0	
SBS	A,@HL	0	0	1	1	1	1	0	1	A ← A - (HL); skip on borrow
	EA,RR	1	1	0	1	1	1	0	0	EA ← EA - RR; skip on borrow
		1	0	1	1	1	r2	r1	0	
	RRb,EA	1	1	0	1	1	1	0	0	RRb ← RRb - EA; skip on borrow
		1	0	1	1	0	r2	r1	0	
DECS	R	0	1	0	0	1	r2	r1	r0	R ← R-1; skip on borrow
	RR	1	1	0	1	1	1	0	0	RR ← RR-1; skip on borrow
		1	1	0	1	1	r2	r1	0	
INCS	R	0	1	0	1	1	r2	r1	r0	R ← R + 1; skip on carry
	DA	1	1	0	0	1	0	1	0	DA ← DA + 1; skip on carry
		a7	a6	a5	a4	a3	a2	a1	a0	
	@HL	1	1	0	1	1	1	0	1	(HL) ← (HL) + 1; skip on carry
		0	1	1	0	0	0	1	0	
	RRb	1	0	0	0	0	r2	r1	0	RRb ← RRb + 1; skip on carry

Table 5-20. Bit Manipulation Instructions — Binary Code Summary

Name	Operand	Binary Code								Operation Notation
BTST	C	1	1	0	1	0	1	1	1	Skip if C = 1
	DA.b	1	1	b1	b0	0	0	1	1	Skip if DA.b = 1
		a7	a6	a5	a4	a3	a2	a1	a0	
	mema.b *	1	1	1	1	1	0	0	1	Skip if mema.b = 1
	memb.@L	1	1	1	1	1	0	0	1	Skip if [memb.7-2 + L.3-2]. [L.1-0] = 1
		0	1	0	0	a5	a4	a3	a2	
	@H+DA.b	1	1	1	1	1	0	0	1	Skip if [H + DA.3-0].b = 1
		0	0	b1	b0	a3	a2	a1	a0	
BTSF	DA.b	1	1	b1	b0	0	0	1	0	Skip if DA.b = 0
		a7	a6	a5	a4	a3	a2	a1	a0	
	mema.b *	1	1	1	1	1	0	0	0	Skip if mema.b = 0
	memb.@L	1	1	1	1	1	0	0	0	Skip if [memb.7-2 + L.3-2]. [L.1-0] = 0
		0	1	0	0	a5	a4	a3	a2	
	@H DA.b	1	1	1	1	1	0	0	0	Skip if [H + DA.3-0].b = 0
		0	0	b1	b0	a3	a2	a1	a0	
BTSTZ	mema.b *	1	1	1	1	1	1	0	1	Skip if mema.b = 1 and clear
	memb.@L	1	1	1	1	1	1	0	1	Skip if [memb.7-2 + L.3-2]. [L.1-0] = 1 and clear
		0	1	0	0	a5	a4	a3	a2	
	@H+DA.b	1	1	1	1	1	1	0	1	Skip if [H + DA.3-0].b =1 and clear
		0	0	b1	b0	a3	a2	a1	a0	
BITS	DA.b	1	1	b1	b0	0	0	0	1	DA.b ← 1
		a7	a6	a5	a4	a3	a2	a1	a0	
	mema.b *	1	1	1	1	1	1	1	1	mema.b ← 1
	memb.@L	1	1	1	1	1	1	1	1	[memb.7-2 + L.3-2].[L.1-0] ← 1
		0	1	0	0	a5	a4	a3	a2	
	@H+DA.b	1	1	1	1	1	1	1	1	[H + DA.3-0].b ← 1
		0	0	b1	b0	a3	a2	a1	a0	

Table 5-20. Bit Manipulation Instructions — Binary Code Summary (Continued)

Name	Operand	Binary Code								Operation Notation
BITR	DA.b	1	1	b1	b0	0	0	0	0	DA.b ← 0
		a7	a6	a5	a4	a3	a2	a1	a0	
	mema.b *	1	1	1	1	1	1	1	0	mema.b ← 0
	memb.@L	1	1	1	1	1	1	1	0	[memb.7-2 + L3-2].[L.1-0] ← 0
		0	1	0	0	a5	a4	a3	a2	
	@H+DA.b	1	1	1	1	1	1	1	0	[H + DA.3-0].b ← 0
		0	0	b1	b0	a3	a2	a1	a0	
BAND	C,mema.b *	1	1	1	1	0	1	0	1	C ← C AND mema.b
	C,memb.@L	1	1	1	1	0	1	0	1	C ← C AND [memb.7-2 + L.3-2].[L.1-0]
		0	1	0	0	a5	a4	a3	a2	
	C,@H+DA.b	1	1	1	1	0	1	0	1	C ← C AND [H + DA.3-0].b
		0	0	b1	b0	a3	a2	a1	a0	
BOR	C,mema.b *	1	1	1	1	0	1	1	0	C ← C OR mema.b
	C,memb.@L	1	1	1	1	0	1	1	0	C ← C OR [memb.7-2 + L.3-2].[L.1-0]
		0	1	0	0	a5	a4	a3	a2	
	C,@H+DA.b	1	1	1	1	0	1	1	0	C ← C OR [H + DA.3-0].b
		0	0	b1	b0	a3	a2	a1	a0	
BXOR	C,mema.b *	1	1	1	1	0	1	1	1	C ← C XOR mema.b
	C,memb.@L	1	1	1	1	0	1	1	1	C ← C XOR [memb.7-2 + L.3-2].[L.1-0]
		0	1	0	0	a5	a4	a3	a2	
	C,@H+DA.b	1	1	1	1	0	1	1	1	C ← C XOR [H + DA.3-0].b
		0	0	b1	b0	a3	a2	a1	a0	

	Second Byte								Bit Addresses
* mema.b	1	0	b1	b0	a3	a2	a1	a0	FB0H-FBFH
	1	1	b1	b0	a3	a2	a1	a0	FF0H-FFFH

Table 5-20. Bit Manipulation Instructions — Binary Code Summary (Concluded)

Name	Operand	Binary Code								Operation Notation
LDB	mema.b,C *	1	1	1	1	1	1	0	0	mema.b ← C
	memb.@L,C	1	1	1	1	1	1	0	0	memb.7-2 + [L.3-2]. [L.1-0] ← C
		0	1	0	0	a5	a4	a3	a2	
	@H+DA.b,C	1	1	1	1	1	1	0	0	H + [DA.3-0].b ← (C)
		0	0	b1	b0	a3	a2	a1	a0	
	C,mema.b *	1	1	1	1	0	1	0	0	C ← mema.b
	C,memb.@L	1	1	1	1	0	1	0	0	C ← memb.7-2 + [L.3-2] . [L.1-0]
		0	1	0	0	a5	a4	a3	a2	
	C,@H+DA.b	1	1	1	1	0	1	0	0	C ← [H + DA.3-0].b
		0	0	b1	b0	a3	a2	a1	a0	

	Second Byte								Bit Addresses
* mema.b	1	0	b1	b0	a3	a2	a1	a0	FB0H-FBFH
	1	1	b1	b0	a3	a2	a1	a0	FFF0H-FFFH

INSTRUCTION DESCRIPTIONS

This section contains detailed information and programming examples for each instruction of the SAM48 instruction set. Information is arranged in a consistent format to improve readability and for use as a quick-reference resource for application programmers.

If you are reading this user's manual for the first time, please just scan this very detailed information briefly in order to acquaint yourself with the basic features of the instruction set. The information elements of the instruction description format are as follows:

- Instruction name (mnemonic)
- Full instruction name
- Source/destination format of the instruction operand
- Operation overview (from the "High-Level Summary" table)
- Textual description of the instruction's effect
- Binary code overview (from the "Binary Code Summary" table)
- Programming example(s) to show how the instruction is used

ADC — ADD With Carry

ADC dst,src

Operation:

Operand	Operation Summary	Bytes	Cycles
A,@HL	Add indirect data memory to A with carry	1	1
EA,RR	Add register pair (RR) to EA with carry	2	2
RRb,EA	Add EA to register pair (RRb) with carry	2	2

Description: The source operand, along with the setting of the carry flag, is added to the destination operand and the sum is stored in the destination. The contents of the source are unaffected. If there is an overflow from the most significant bit of the result, the carry flag is set; otherwise, the carry flag is cleared.

If 'ADC A,@HL' is followed by an 'ADS A,#im' instruction in a program, ADC skips the ADS instruction if an overflow occurs. If there is no overflow, the ADS instruction is executed normally. (This condition is valid only for 'ADC A,@HL' instructions. If an overflow occurs following an 'ADS A,#im' instruction, the next instruction will <u>not</u> be skipped.)

Operand	Binary Code								Operation Notation
A,@HL	0	0	1	1	1	1	1	0	C, A ← A + (HL) + C
EA,RR	1	1	0	1	1	1	0	0	C, EA ← EA + RR + C
	1	0	1	0	1	r2	r1	0	
RRb,EA	1	1	0	1	1	1	0	0	C, RRb ← RRb + EA + C
	1	0	1	0	0	r2	r1	0	

Examples:

1. The extended accumulator contains the value 0C3H, register pair HL the value 0AAH, and the carry flag is set to "1":

```
SCF                 ;  C ← "1"
ADC     EA,HL       ;  EA ← 0C3H + 0AAH + 1H  =  6EH, C ← "1"
JPS     XXX         ;  Jump to XXX; no skip after ADC
```

2. If the extended accumulator contains the value 0C3H, register pair HL the value 0AAH, and the carry flag is cleared to "0":

```
RCF                 ;  C ← "0"
ADC     EA,HL       ;  EA ← 0C3H + 0AAH + 0H  =  6DH, C ← "1"
JPS     XXX         ;  Jump to XXX;  no skip after ADC
```

ADC — Add with Carry

ADC (Continued)

Examples:

3. If ADC A,@HL is followed by an ADS A,#im, the ADC skips on carry to the instruction immediately after the ADS. An ADS instruction immediately after the ADC does not skip even if an overflow occurs. This function is useful for decimal adjustment operations.

a. 8 + 9 decimal addition (the contents of the address specified by the HL register is 9H):

```
RCF                     ;  C ← "0"
LD       A,#8H          ;  A ← 8H
ADS      A,#6H          ;  A ← 8H + 6H = 0EH
ADC      A,@HL          ;  A ← OEH + 9H + C(0) = 7H, C ← "1"
ADS      A,#0AH         ;  Skip this instruction because C = "1" after ADC result
JPS      XXX
```

b. 3 + 4 decimal addition (the contents of the address specified by the HL register is 4H):

```
RCF                     ;  C ← "0"
LD       A,#3H          ;  A ← 3H
ADS      A,#6H          ;  A ← 3H + 6H = 9H
ADC      A,@HL          ;  A ← 9H + 4H + C(0) = 0DH
ADS      A,#0AH         ;  No skip. A ← 0DH + 0AH = 7H
                        ;  (The skip function for 'ADS  A,#im' is inhibited after an
                        ;  'ADC  A,@HL' instruction even if an overflow occurs.)
JPS      XXX
```

ADS — Add and Skip on Overflow

ADS dst,src

Operation:

Operand	Operation Summary	Bytes	Cycles
A, #im	Add 4-bit immediate data to A and skip on overflow	1	1 + S
EA,#imm	Add 8-bit immediate data to EA and skip on overflow	2	2 + S
A,@HL	Add indirect data memory to A and skip on overflow	1	1 + S
EA,RR	Add register pair (RR) contents to EA and skip on overflow	2	2 + S
RRb,EA	Add EA to register pair (RRb) and skip on overflow	2	2 + S

Description: The source operand is added to the destination operand and the sum is stored in the destination. The contents of the source are unaffected. If there is an overflow from the most significant bit of the result, the skip signal is generated and a skip is executed, but the carry flag value is unaffected.

If 'ADS A,#im' follows an 'ADC A,@HL' instruction in a program, ADC skips the ADS instruction if an overflow occurs. If there is no overflow, the ADS instruction is executed normally. This skip condition is valid only for 'ADC A,@HL' instructions, however. If an overflow occurs following an ADS instruction, the next instruction is not skipped.

Operand	Binary Code								Operation Notation
A, #im	1	0	1	0	d3	d2	d1	d0	A ← A + im; skip on overflow
EA,#imm	1	1	0	0	1	0	0	1	EA ← EA + imm; skip on overflow
	d7	d6	d5	d4	d3	d2	d1	d0	
A,@HL	0	0	1	1	1	1	1	1	A ← A + (HL); skip on overflow
EA,RR	1	1	0	1	1	1	0	0	EA ← EA + RR; skip on overflow
	1	0	0	1	1	r2	r1	0	
RRb,EA	1	1	0	1	1	1	0	0	RRb ← RRb + EA; skip on overflow
	1	0	0	1	0	r2	r1	0	

Examples:

1. The extended accumulator contains the value 0C3H, register pair HL the value 0AAH, and the carry flag = "0":

```
ADS     EA,HL       ;  EA ← 0C3H + 0AAH  =  6DH
                    ;  ADS skips on overflow, but carry flag value is not affected.
JPS     XXX         ;  This instruction is skipped since ADS had an overflow.
JPS     YYY         ;  Jump to YYY.
```

ADS — Add and Skip on Overflow

ADS (Continued)

Examples:

2. If the extended accumulator contains the value 0C3H, register pair HL the value 12H, and the carry flag = "0":

```
ADS    EA,HL     ; EA ← 0C3H + 12H = 0D5H
JPS    XXX       ; Jump to XXX; no skip after ADS.
```

3. If 'ADC A,@HL' is followed by an 'ADS A,#im', the ADC skips on overflow to the instruction immediately after the ADS. An 'ADS A,#im' instruction immediately after the 'ADC A,@HL' does not skip even if overflow occurs. This function is useful for decimal adjustment operations.

a. 8 + 9 decimal addition (the contents of the address specified by the HL register is 9H):

```
RCF              ; C ← "0"
LD     A,#8H     ; A ← 8H
ADS    A,#6H     ; A ← 8H + 6H = 0EH
ADC    A,@HL     ; A ← OEH + 9H + C(0) = 7H, C ← "1"
ADS    A,#0AH    ; Skip this instruction because C = "1" after ADC result.
JPS    XXX
```

b. 3 + 4 decimal addition (the contents of the address specified by the HL register is 4H):

```
RCF              ; C ← "0"
LD     A,#3H     ; A ← 3H
ADS    A,#6H     ; A ← 3H + 6H = 9H
ADC    A,@HL     ; A ← 9H + 4H + C(0) = 0DH, C ← "0"
ADS    A,#0AH    ; No skip. A ← 0DH + 0AH = 7H
                 ; (The skip function for 'ADS A,#im' is inhibited after an
                 ; 'ADC A,@HL' instruction even if an overflow occurs.)
JPS    XXX
```

AND — Logical AND

AND dst,src

Operation:

Operand	Operation Summary	Bytes	Cycles
A,#im	Logical-AND A immediate data to A	2	2
A,@HL	Logical-AND A indirect data memory to A	1	1
EA,RR	Logical-AND register pair (RR) to EA	2	2
RRb,EA	Logical-AND EA to register pair (RRb)	2	2

Description: The source operand is logically ANDed with the destination operand. The result is stored in the destination. The logical AND operation results in a "1" whenever the corresponding bits in the two operands are both "1"; otherwise a "0" is stored in the corresponding destination bit. The contents of the source are unaffected.

Operand	Binary Code								Operation Notation
A,#im	1	1	0	1	1	1	0	1	A ← A AND im
	0	0	0	1	d3	d2	d1	d0	
A,@HL	0	0	1	1	1	0	0	1	A ← A AND (HL)
EA,RR	1	1	0	1	1	1	0	0	EA ← EA AND RR
	0	0	0	1	1	r2	r1	0	
RRb,EA	1	1	0	1	1	1	0	0	RRb ← RRb AND EA
	0	0	0	1	0	r2	r1	0	

Example: If the extended accumulator contains the value 0C3H (11000011B) and register pair HL the value 55H (01010101B), the instruction

AND EA,HL

leaves the value 41H (01000001B) in the extended accumulator EA .

BAND — Bit Logical AND

BAND C,src.b

Operation:

Operand	Operation Summary	Bytes	Cycles
C,mema.b	Logical-AND carry flag with memory bit	2	2
C,memb.@L		2	2
C,@H+DA.b		2	2

Description: The specified bit of the source is logically ANDed with the carry flag bit value. If the Boolean value of the source bit is a logic zero, the carry flag is cleared to "0"; otherwise, the current carry flag setting is left unaltered. The bit value of the source operand is not affected.

Operand	Binary Code								Operation Notation
C,mema.b *	1	1	1	1	0	1	0	1	C ← C AND mema.b
C,memb.@L	1	1	1	1	0	1	0	1	C ← C AND [memb.7-2 + L.3-2].[L.1-0]
	0	1	0	0	a5	a4	a3	a2	
C,@H+DA.b	1	1	1	1	0	1	0	1	C ← C AND [H + DA.3-0].b
	0	0	b1	b0	a3	a2	a1	a0	

	Second Byte								Bit Addresses
* mema.b	1	0	b1	b0	a3	a2	a1	a0	FB0H-FBFH
	1	1	b1	b0	a3	a2	a1	a0	FF0H-FFFH

Examples:

1. The following instructions set the carry flag if P1.0 (port 1.0) is equal to "1" (and assuming the carry flag is already set to "1"):

```
SMB     15          ;  C ← "1"
BAND    C,P1.0      ;  If P1.0 = "1", C ← "1"
                    ;  If P1.0 = "0", C ← "0"
```

2. Assume the P1 address is FF1H and the value for register L is 5H (0101B). The address (memb.7-2) is 111100B; (L.3-2) is 01B. The resulting address is 11110001B or FF1H, specifying P1. The bit value for the BAND instruction, (L.1-0) is 01B which specifies bit 1. Therefore, P1.@L = P1.1:

```
LD      L,#5H
BAND    C,P1.@L     ;  P1.@L is specified as P1.1
                    ;  C AND P1.1
```

BAND — Bit Logical AND

BAND (Continued)

Examples: 3. Register H contains the value 2H and FLAG = 20H.3. The address of H is 0010B and FLAG(3-0) is 0000B. The resulting address is 00100000B or 20H. The bit value for the BAND instruction is 3. Therefore, @H+FLAG = 20H.3:

```
FLAG    EQU         20H.3
LD      H,#2H
BAND    C,@H+FLAG           ;  C  AND  FLAG (20H.3)
```

BITR — Bit Reset

BITR dst.b

Operation:

Operand	Operation Summary	Bytes	Cycles
DA.b	Clear specified memory bit to logic zero	2	2
mema.b		2	2
memb.@L		2	2
@H+DA.b		2	2

Description: A BITR instruction clears to logic zero (resets) the specified bit within the destination operand. No other bits in the destination are affected.

Operand	Binary Code								Operation Notation
DA.b	1	1	b1	b0	0	0	0	0	DA.b ← 0
	a7	a6	a5	a4	a3	a2	a1	a0	
mema.b *	1	1	1	1	1	1	1	0	mema.b ← 0
memb.@L	1	1	1	1	1	1	1	0	[memb.7-2 + L3-2].[L.1-0] ← 0
	0	1	0	0	a5	a4	a3	a2	
@H+DA.b	1	1	1	1	1	1	1	0	[H + DA.3-0].b ← 0
	0	0	b1	b0	a3	a2	a1	a0	

	Second Byte								Bit Addresses
* mema.b	1	0	b1	b0	a3	a2	a1	a0	FB0H-FBFH
	1	1	b1	b0	a3	a2	a1	a0	FF0H-FFFH

Examples:

1. If the bit location 30H.2 in the RAM has a current value of "1". The following instruction clears the third bit of location 30H to"0":

```
BITR    30H.2        ;  30H.2 ← "0"
```

2. You can use BITR in the same way to manipulate a port address bit:

```
BITR    P0.0         ;  P0.0 ← "0"
```

BITR — Bit Reset

BITR (Continued)

Examples: 3. For clearing P0.2, P0.3, and P1.0-P1.3 to "0":

```
        LD      L,#2H
BP2     BITR    P0.@L     ; First, P0.@2H  =  P0.2
                          ; (111100B) + 00B.10B  =  0F0H.2
        INCS    L
        CPSE    L,#8H
        JR      BP2
```

4. If bank 0, location 0A0H.0 is cleared (and regardless of whether the EMB value is logic zero), BITR has the following effect:

```
FLAG    EQU     0A0H.0
        •
        •
        •
        BITR    EMB
        •
        •
        •
        LD      H,#0AH
        BITR    @H+FLAG;  Bank 0 (AH + 0H).0  =  0A0H.0 ← "0"
```

NOTE: Since the BITR instruction is used for output functions, the pin names used in the examples above may change for different devices in the SAM48 product family.

BITS — Bit Set

BITS dst.b

Operation:

Operand	Operation Summary	Bytes	Cycles
DA.b	Set specified memory bit	2	2
mema.b		2	2
memb.@L		2	2
@H+DA.b		2	2

Description: This instruction sets the specified bit within the destination without affecting any other bits in the destination. BITS can manipulate any bit that is addressable using direct or indirect addressing modes.

Operand	Binary Code								Operation Notation
DA.b	1	1	b1	b0	0	0	0	1	DA.b ← 1
	a7	a6	a5	a4	a3	a2	a1	a0	
mema.b *	1	1	1	1	1	1	1	1	mema.b ← 1
memb.@L	1	1	1	1	1	1	1	1	[memb.7-2 + L.3-2].[L.1-0] ← 1
	0	1	0	0	a5	a4	a3	a2	
@H+DA.b	1	1	1	1	1	1	1	1	[H + DA.3-0] ← 1
	0	0	b1	b0	a3	a2	a1	a0	

	Second Byte								Bit Addresses
* mema.b	1	0	b1	b0	a3	a2	a1	a0	FB0H-FBFH
	1	1	b1	b0	a3	a2	a1	a0	FF0H-FFFH

Examples:

1. If the bit location 30H.2 in the RAM has a current value of "0", the following instruction sets the second bit of location 30H to "1".

```
BITS    30H.2        ;  30H.2 ← "1"
```

2. You can use BITS in the same way to manipulate a port address bit:

```
BITS    P0.0         ;  P0.0 ← "1"
```

BITS — Bit Set

BITS (Continued)

Examples: 3. For setting P0.2, P0.3, and P1.0-P1.3 to "1":

```
        LD      L,#2H
BP2     BITS    P0.@L   ;  First, P0.@2H  =  P0.2
                        ;  (111100B) + 00B.10B  =  0F0H.2
        INCS    L
        CPSE    L,#8H
        JR      BP2
```

4. If bank 0, location 0A0H.0, is set to "1" and the EMB = "0", BITS has the following effect:

```
FLAG    EQU     0A0H.0
        •
        •
        •
        BITR    EMB
        •
        •
        •
        LD      H,#0AH
        BITS    @H+FLAG;   Bank 0 (AH + 0H).0  =  0A0H.0 ← "1"
```

NOTE: Since the BITS instruction is used for output functions, pin names used in the examples above may change for different devices in the SAM48 product family.

BOR — Bit Logical OR

BOR C,src.b

Operation:

Operand	Operation Summary	Bytes	Cycles
C,mema.b	Logical-OR carry with specified memory bit	2	2
C,memb.@L		2	2
C,@H+DA.b		2	2

Description: The specified bit of the source is logically ORed with the carry flag bit value. The value of the source is unaffected.

Operand	Binary Code								Operation Notation
C,mema.b *	1	1	1	1	0	1	1	0	C ← C OR mema.b
C,memb.@L	1	1	1	1	0	1	1	0	C ← C OR [memb.7-2 + L.3-2].[L.1-0]
	0	1	0	0	a5	a4	a3	a2	
C,@H+DA.b	1	1	1	1	0	1	1	0	C ← C OR [H + DA.3-0].b
	0	0	b1	b0	a3	a2	a1	a0	

	Second Byte								Bit Addresses
* mema.b	1	0	b1	b0	a3	a2	a1	a0	FB0H-FBFH
	1	1	b1	b0	a3	a2	a1	a0	FF0H-FFFH

Examples:

1. The carry flag is logically ORed with the P1.0 value:

```
RCF                      ;  C ← "0"
BOR      C,P1.0          ;  If P1.0 = "1", then C ← "1"; if P1.0 = "0", then C ← "0"
```

2. The P1 address is FF1H and register L contains the value 1H (0001B). The address (memb.7-2) is 111100B and (L.3-2) = 00B. The resulting address is 11110000B or FF0H, specifying P0. The bit value for the BOR instruction, (L.1-0) is 01B which specifies bit 1. Therefore, P1.@L = P0.1:

```
LD       L,#1H
BOR      C,P1.@L         ;  P1.@L is specified as P0.1; C  OR  P0.1
```

BOR — Bit Logical OR

BOR (Continued)

Examples:

3. Register H contains the value 2H and FLAG = 20H.3. The address of H is 0010B and FLAG(3-0) is 0000B. The resulting address is 00100000B or 20H. The bit value for the BOR instruction is 3. Therefore, @H+FLAG = 20H.3:

```
FLAG    EQU          20H.3
LD      H,#2H
BOR     C,@H+FLAG         ;  C  OR  FLAG (20H.3)
```

BTSF — Bit Test and Skip on False

BTSF dst.b

Operation:

Operand	Operation Summary	Bytes	Cycles
DA.b	Test specified memory bit and skip if bit equals "0"	2	2 + S
mema.b		2	2 + S
memb.@L		2	2 + S
@H+DA.b		2	2 + S

Description: The specified bit within the destination operand is tested. If it is a "0", the BTSF instruction skips the instruction which immediately follows it; otherwise the instruction following the BTSF is executed. The destination bit value is not affected.

Operand	Binary Code								Operation Notation
DA.b	1	1	b1	b0	0	0	1	0	Skip if DA.b = 0
	a7	a6	a5	a4	a3	a2	a1	a0	
mema.b *	1	1	1	1	1	0	0	0	Skip if mema.b = 0
memb.@L	1	1	1	1	1	0	0	0	Skip if [memb.7-2 + L.3-2].[L.1-0] = 0
	0	1	0	0	a5	a4	a3	a2	
@H + DA.b	1	1	1	1	1	0	0	0	Skip if [H + DA.3-0].b = 0
	0	0	b1	b0	a3	a2	a1	a0	

	Second Byte								Bit Addresses
* mema.b	1	0	b1	b0	a3	a2	a1	a0	FB0H-FBFH
	1	1	b1	b0	a3	a2	a1	a0	FF0H-FFFH

Examples:

1. If RAM bit location 30H.2 is set to "0", the following instruction sequence will cause the program to continue execution from the instruction identifed as LABEL2:

```
BTSF    30H.2          ;  If 30H.2 = "0", then skip
RET                    ;  If 30H.2 = "1", return
JP      LABEL2
```

2. You can use BTSF in the same way to test a port pin address bit:

```
BTSF    P1.0           ;  If P1.0 = "0", then skip
RET                    ;  If P1.0 = "1", then return
JP      LABEL3
```

BTSF — Bit Test and Skip on False

BTSF (Continued)

Examples:

3. P0.2, P0.3 and P1.0-P1.3 are tested:

```
        LD      L,#2H
BP2     BTSF    P0.@L     ;  First, P1.@2H = P0.2
                          ;  (111100B) + 00B.10B = 0F0H.2
        RET
        INCS    L
        CPSE    L,#8H
        JR      BP2
```

4. Bank 0, location 0A0H.0, is tested and (regardless of the current EMB value) BTSF has the following effect:

```
FLAG    EQU     0A0H.0
        •
        •
        •
        BITR    EMB
        •
        •
        •
        LD      H,#0AH
        BTSF    @H+FLAG;  If bank 0 (AH + 0H).0  =  0A0H.0  = "0", then skip
        RET
        •
        •
        •
```

BTST — Bit Test and Skip on True

BTST dst.b

Operation:

Operand	Operation Summary	Bytes	Cycles
C	Test carry bit and skip if set (= "1")	1	1 + S
DA.b	Test specified bit and skip if memory bit is set	2	2 + S
mema.b		2	2 + S
memb.@L		2	2 + S
@H+DA.b		2	2 + S

Description: The specified bit within the destination operand is tested. If it is "1", the instruction that immediately follows the BTST instruction is skipped; otherwise the instruction following the BTST instruction is executed. The destination bit value is not affected.

Operand	Binary Code								Operation Notation
C	1	1	0	1	0	1	1	1	Skip if C = 1
DA.b	1	1	b1	b0	0	0	1	1	Skip if DA.b = 1
	a7	a6	a5	a4	a3	a2	a1	a0	
mema.b *	1	1	1	1	1	0	0	1	Skip if mema.b = 1
memb.@L	1	1	1	1	1	0	0	1	Skip if [memb.7-2 + L.3-2].[L.1-0] = 1
	0	1	0	0	a5	a4	a3	a2	
@H+DA.b	1	1	1	1	1	0	0	1	Skip if [H + DA.3-0].b = 1
	0	0	b1	b0	a3	a2	a1	a0	

	Second Byte								Bit Addresses
* mema.b	1	0	b1	b0	a3	a2	a1	a0	FB0H-FBFH
	1	1	b1	b0	a3	a2	a1	a0	FF0H-FFFH

Examples:

1. If RAM bit location 30H.2 is set to "0", the following instruction sequence will execute the RET instruction:

```
BTST    30H.2       ;   If 30H.2 = "1", then skip
RET                 ;   If 30H.2 = "0", return
JP      LABEL2
```

BTST — Bit Test and Skip on True

BTST (Continued)

Examples:

2. You can use BTST in the same way to test a port pin address bit:

```
BTST    P1.0                ;  If P1.0 = "1", then skip
RET                         ;  If P1.0 = "0", then return
JP      LABEL3
```

3. P0.2, P0.3 and P1.0-P1.3 are tested :

```
        LD      L,#2H
BP2     BTST    P0.@L       ;  First, P0.@2H = P0.2
                            ;  (111100B) + 00B.10B = 0F0H.2
        RET
        INCS    L
        CPSE    L,#8H
        JR      BP2
```

4. Bank 0, location 0A0H.0, is tested and (regardless of the current EMB value) BTST has the following effect:

```
FLAG    EQU     0A0H.0
        •
        •
        •
        BITR    EMB
        •
        •
        •
        LD      H,#0AH
        BTST    @H+FLAG;   If bank 0 (AH + 0H).0  =  0A0H.0  = "1", then skip
        RET
        •
        •
        •
```

BTSTZ — Bit Test and Skip on True; Clear Bit

BTSTZ dst.b

Operation:

Operand	Operation Summary	Bytes	Cycles
mema.b	Test specified bit; skip and clear if memory bit is set	2	2 + S
memb.@L		2	2 + S
@H+DA.b		2	2 + S

Description: The specified bit within the destination operand is tested. If it is a "1", the instruction immediately following the BTSTZ instruction is skipped; otherwise the instruction following the BTSTZ is executed. The destination bit value is cleared.

Operand	Binary Code								Operation Notation
mema.b *	1	1	1	1	1	1	0	1	Skip if mema.b = 1 and clear
memb.@L	1	1	1	1	1	1	0	1	Skip if [memb.7-2 + L.3-2]. [L.1-0] = 1 and clear
	0	1	0	0	a5	a4	a3	a2	
@H+DA.b	1	1	1	1	1	1	0	1	Skip if [H + DA.3-0].b =1 and clear
	0	0	b1	b0	a3	a2	a1	a0	

	Second Byte								Bit Addresses
* mema.b	1	0	b1	b0	a3	a2	a1	a0	FB0H-FBFH
	1	1	b1	b0	a3	a2	a1	a0	FF0H-FFFH

Examples:

1. Port pin P0.0 is toggled by checking the P0.0 value (level):

```
BTSTZ   P0.0        ; If P0.0 = "1", then P0.0 ← "0" and skip
BITS    P0.0        ; If P0.0 = "0", then P0.0 ← "1"
JP      LABEL3
```

2. For toggling P2.2, P2.3 and P3.0-P3.3:

```
        LD      L,#0AH
BP2     BTSTZ   P2.@L   ; First, P2.@0AH = P2.2
                        ; (111100B) + 10B.10B = 0F2H.2
        BITS    P2.@L
        INCS    L
        JR      BP2
```

BTSTZ — Bit Test and Skip on True; Clear Bit

BTSTZ (Continued)

Examples: 3. Bank 0, location 0A0H.0, is tested and EMB = "0":

```
FLAG    EQU     0A0H.0
        •
        •
        •
        BITR    EMB
        •
        •
        •
        LD      H,#0AH
        BTSTZ   @H+FLAG;   If bank 0 (AH + 0H).0  =  0A0H.0  = "1", clear and skip
        BITS    @H+FLAG;   If 0A0H.0  = "0", then 0A0H.0 ← "1"
```

BXOR — Bit Exclusive OR

BXOR C,src.b

Operation:

Operand	Operation Summary	Bytes	Cycles
C,mema.b	Exclusive-OR carry with memory bit	2	2
C,memb.@L		2	2
C,@H+DA.b		2	2

Description: The specified bit of the source is logically XORed with the carry bit value. The resultant bit is written to the carry flag. The source value is unaffected.

Operand	Binary Code								Operation Notation
C,mema.b *	1	1	1	1	0	1	1	1	C ← C XOR mema.b
C,memb.@L	1	1	1	1	0	1	1	1	C ← C XOR [memb.7-2 + L.3-2].[L.1-0]
	0	1	0	0	a5	a4	a3	a2	
C,@H+DA.b	1	1	1	1	0	1	1	1	C ← C XOR [H + DA.3-0].b
	0	0	b1	b0	a3	a2	a1	a0	

	Second Byte								Bit Addresses
* mema.b	1	0	b1	b0	a3	a2	a1	a0	FB0H-FBFH
	1	1	b1	b0	a3	a2	a1	a0	FF0H-FFFH

Examples:

1. The carry flag is logically XORed with the P1.0 value:

```
RCF                        ;  C ← "0"
BXOR      C,P1.0           ;  If P1.0 = "1", then C ← "1"; if P1.0 = "0", then C ← "0"
```

2. The P1 address is FF1H and register L contains the value 1H (0001B). The address (memb.7-2) is 111100B and (L.3-2) = 00B. The resulting address is 11110000B or FF0H, specifying P0. The bit value for the BXOR instruction, (L.1-0) is 01B which specifies bit 1. Therefore, P1.@L = P0.1:

```
LD        L,#1H
BXOR      C,P0.@L          ;  P1.@L is specified as P0.1; C  XOR  P0.1
```

BXOR — Bit Exclusive OR

BXOR (Continued)

Examples: 3. Register H contains the value 2H and FLAG = 20H.3. The address of H is 0010B and FLAG(3-0) is 0000B. The resulting address is 00100000B or 20H. The bit value for the BOR instruction is 3. Therefore, @H+FLAG = 20H.3:

```
FLAG    EQU        20H.3
LD      H,#2H
BXOR    C,@H+FLAG         ;  C  XOR  FLAG (20H.3)
```

CALL — Call Procedure

CALL dst

Operation:

Operand	Operation Summary	Bytes	Cycles
ADR	Call direct in page (14 bits)	3	4

Description: CALL calls a subroutine located at the destination address. The instruction adds three to the program counter to generate the return address and then pushes the result onto the stack, decreasing the stack pointer by six. The EMB and ERB are also pushed to the stack. Program execution continues with the instruction at this address. The subroutine may therefore begin anywhere in the full 16 K byte program memory address space.

Operand	Binary Code								Operation Notation
ADR	1	1	0	1	1	0	1	1	[(SP-1) (SP-2)] ← EMB, ERB
	0	1	a13	a12	a11	a10	a9	a8	[(SP-3) (SP-4)] ← PC7-0
	a7	a6	a5	a4	a3	a2	a1	a0	[(SP-5) (SP-6)] ← PC13-8

Example: The stack pointer value is 00H and the label 'PLAY' is assigned to program memory location 0E3FH. Executing the instruction

CALL PLAY

at location 0123H will generate the following values:

SP = 0FAH
0FFH = 0H
0FEH = EMB, ERB
0FDH = 2H
0FCH = 3H
0FBH = 0H
0FAH = 1H
PC = 0E3FH

Data is written to stack locations 0FFH - 0FAH as follows:

SP - 6	(0FAH)	PC11 – PC8			
SP - 5	(0FBH)	0	0	PC13	PC12
SP - 4	(0FCH)	PC3 – PC0			
SP - 3	(0FDH)	PC7 – PC4			
SP - 2	(0FEH)	0	0	EMB	ERB
SP - 1	(0FFH)	0	0	0	0
SP →	(00H)				

CALLS — Call Procedure (Short)

CALLS dst

Operation:

Operand	Operation Summary	Bytes	Cycles
ADR	Call direct in page (11 bits)	2	3

Description: The CALLS instruction unconditionally calls a subroutine located at the indicated address. The instruction increments the PC twice to obtain the address of the following instruction. Then, it pushes the result onto the stack, decreasing the stack pointer six times. The higher bits of the PC, with the exception of the lower 11 bits, are cleared. The CALLS instruction can be used in the all range (0000H-3FFFH), but the subroutine must therefore be located within the 2 K byte block (0000H-07FFH) of program memory.

Operand	Binary Code								Operation Notation
ADR	1	1	1	0	1	a10	a9	a8	[(SP-1) (SP-2)] ← EMB, ERB
	a7	a6	a5	a4	a3	a2	a1	a0	[(SP-3) (SP-4)] ← PC7-0 [(SP-5) (SP-6)] ← PC14-8

Example: The stack pointer value is 00H and the label 'PLAY' is assigned to program memory location 0345H. Executing the instruction

```
CALLS     PLAY
```

at location 0123H will generate the following values:

```
SP     =   0FAH
0FFH   =   0H
0FEH   =   EMB, ERB
0FDH   =   2H
0FCH   =   3H
0FBH   =   0H
0FAH   =   1H
PC     =   0345H
```

Data is written to stack locations 0FFH - 0FAH as follows:

SP - 6	(0FAH)	PC11 – PC8			
SP - 5	(0FBH)	0	PC14	PC13	PC12
SP - 4	(0FCH)	PC3 – PC0			
SP - 3	(0FDH)	PC7 – PC4			
SP - 2	(0FEH)	0	0	EMB	ERB
SP - 1	(0FFH)	0	0	0	0
SP →	(00H)				

CCF — Complement Carry Flag

CCF

Operation:

Operand	Operation Summary	Bytes	Cycles
–	Complement carry flag	1	1

Description: The carry flag is complemented; if C = "1" it is changed to C = "0" and vice-versa.

Operand	Binary Code								Operation Notation
–	1	1	0	1	0	1	1	0	C ← C

Example: If the carry flag is logic zero, the instruction

CCF

changes the value to logic one.

COM — Complement Accumulator

COM A

Operation:

Operand	Operation Summary	Bytes	Cycles
A	Complement accumulator (A)	2	2

Description: The accumulator value is complemented; if the bit value of A is "1", it is changed to "0" and vice versa.

Operand	Binary Code								Operation Notation
A	1	1	0	1	1	1	0	1	A ← A
	0	0	1	1	1	1	1	1	

Example: If the accumulator contains the value 4H (0100B), the instruction

COM A

leaves the value 0BH (1011B) in the accumulator.

CPSE — Compare and Skip If Equal

CPSE dst,src

Operation:

Operand	Operation Summary	Bytes	Cycles
R,#im	Compare and skip if register equals #im	2	2 + S
@HL,#im	Compare and skip if indirect data memory equals #im	2	2 + S
A,R	Compare and skip if A equals R	2	2 + S
A,@HL	Compare and skip if A equals indirect data memory	1	1 + S
EA,@HL	Compare and skip if EA equals indirect data memory	2	2 + S
EA,RR	Compare and skip if EA equals RR	2	2 + S

Description: CPSE compares the source operand (subtracts it from) the destination operand, and skips the next instruction if the values are equal. Neither operand is affected by the comparison.

Operand	Binary Code								Operation Notation
R,#im	1	1	0	1	1	0	0	1	Skip if R = im
	d3	d2	d1	d0	0	r2	r1	r0	
@HL,#im	1	1	0	1	1	1	0	1	Skip if (HL) = im
	0	1	1	1	d3	d2	d1	d0	
A,R	1	1	0	1	1	1	0	1	Skip if A = R
	0	1	1	0	1	r2	r1	r0	
A,@HL	0	0	1	1	1	0	0	0	Skip if A = (HL)
EA,@HL	1	1	0	1	1	1	0	0	Skip if A = (HL), E = (HL+1)
	0	0	0	0	1	0	0	1	
EA,RR	1	1	0	1	1	1	0	0	Skip if EA = RR
	1	1	1	0	1	r2	r1	0	

Example: The extended accumulator contains the value 34H and register pair HL contains 56H. The second instruction (RET) in the instruction sequence

```
CPSE    EA,HL
RET
```

is not skipped. That is, the subroutine returns since the result of the comparison is 'not equal.'

DECS — Decrement and Skip on Borrow

DECS dst

Operation:

Operand	Operation Summary	Bytes	Cycles
R	Decrement register (R); skip on borrow	1	1 + S
RR	Decrement register pair (RR); skip on borrow	2	2 + S

Description: The destination is decremented by one. An original value of 00H will underflow to 0FFH. If a borrow occurs, a skip is executed. The carry flag value is unaffected.

Operand	Binary Code								Operation Notation
R	0	1	0	0	1	r2	r1	r0	R ← R-1; skip on borrow
RR	1	1	0	1	1	1	0	0	RR ← RR-1; skip on borrow
	1	1	0	1	1	r2	r1	0	

Examples:

1. Register pair HL contains the value 7FH (01111111B). The following instruction leaves the value 7EH in register pair HL:

```
DECS    HL
```

2. Register A contains the value 0H. The following instruction sequence leaves the value 0FFH in register A. Since a "borrow" occurs, the 'CALL PLAY1' instruction is skipped and the 'CALL PLAY2' instruction is executed:

```
DECS    A               ;  "Borrow" occurs
CALL    PLAY1           ;  Skipped
CALL    PLAY2           ;  Executed
```

DI — Disable Interrupts

DI

Operation:

Operand	Operation Summary	Bytes	Cycles
–	Disable all interrupts	2	2

Description: Bit 3 of the interrupt priority register IPR, IME, is cleared to logic zero, disabling all interrupts. Interrupts can still set their respective interrupt status latches, but the CPU will not directly service them.

Operand	Binary Code								Operation Notation
–	1	1	1	1	1	1	1	0	IME ← 0
	1	0	1	1	0	0	1	0	

Example: If the IME bit (bit 3 of the IPR) is logic one (e.g., all instructions are enabled), the instruction

DI

sets the IME bit to logic zero, disabling all interrupts.

EI — Enable Interrupts

EI

Operation:

Operand	Operation Summary	Bytes	Cycles
–	Enable all interrupts	2	2

Description: Bit 3 of the interrupt priority register IPR (IME) is set to logic one. This allows all interrupts to be serviced when they occur, assuming they are enabled. If an interrupt's status latch was previously enabled by an interrupt, this interrupt can also be serviced.

Operand	Binary Code								Operation Notation
–	1	1	1	1	1	1	1	1	IME ← 1
	1	0	1	1	0	0	1	0	

Example: If the IME bit (bit 3 of the IPR) is logic zero (e.g., all instructions are disabled), the instruction

EI

sets the IME bit to logic one, enabling all interrupts.

IDLE — Idle Operation

IDLE

Operation:

Operand	Operation Summary	Bytes	Cycles
–	Engage CPU idle mode	2	2

Description: IDLE causes the CPU clock to stop while the system clock continues oscillating by setting bit 2 of the power control register (PCON). After an IDLE instruction has been executed, peripheral hardware remains operative.

In application programs, an IDLE instruction must be immediately followed by at least three NOP instructions. This ensures an adequate time interval for the clock to stabilize before the next instruction is executed. If three or more NOP instructions are not used after IDLE instruction, leakage current could be flown because of the floating state in the internal bus.

Operand	Binary Code								Operation Notation
–	1	1	1	1	1	1	1	1	PCON.2 ← 1
	1	0	1	0	0	0	1	1	

Example: The instruction sequence

```
IDLE
NOP
NOP
NOP
```

sets bit 2 of the PCON register to logic one, stopping the CPU clock. The three NOP instructions provide the necessary timing delay for clock stabilization before the next instruction in the program sequence is executed.

INCS — Increment and Skip on Carry

INCS dst

Operation:

Operand	Operation Summary	Bytes	Cycles
R	Increment register (R); skip on carry	1	1 + S
DA	Increment direct data memory; skip on carry	2	2 + S
@HL	Increment indirect data memory; skip on carry	2	2 + S
RRb	Increment register pair (RRb); skip on carry	1	1 + S

Description: The instruction INCS increments the value of the destination operand by one. An original value of 0FH will, for example, overflow to 00H. If a carry occurs, the next instruction is skipped. The carry flag value is unaffected.

Operand	Binary Code								Operation Notation
R	0	1	0	1	1	r2	r1	r0	R ← R + 1; skip on carry
DA	1	1	0	0	1	0	1	0	DA ← DA + 1; skip on carry
	a7	a6	a5	a4	a3	a2	a1	a0	
@HL	1	1	0	1	1	1	0	1	(HL) ← (HL) + 1; skip on carry
	0	1	1	0	0	0	1	0	
RRb	1	0	0	0	0	r2	r1	0	RRb ← RRb + 1; skip on carry

Example: Register pair HL contains the value 7EH (01111110B). RAM location 7EH contains 0FH. The instruction sequence

```
INCS    @HL    ;  7EH ← "0"
INCS    HL     ;  Skip
INCS    @HL    ;  7EH ← "1"
```

leaves the register pair HL with the value 7EH and RAM location 7EH with the value 1H. Since a carry occurred, the second instruction is skipped. The carry flag value remains unchanged.

IRET — Return From Interrupt

IRET

Operation:

Operand	Operation Summary	Bytes	Cycles
–	Return from interrupt	1	3

Description: IRET is used at the end of an interrupt service routine. It pops the PC values successively from the stack and restores them to the program counter. The stack pointer is incremented by six and the PSW, enable memory bank (EMB) bit, and enable register bank (ERB) bit are also automatically restored to their pre-interrupt values. Program execution continues from the resulting address, which is generally the instruction immediately after the point at which the interrupt request was detected. If a lower-level or same-level interrupt was pending when the IRET was executed, IRET will be executed before the pending interrupt is processed.

Since the 'a14' bit of an interrupt return address is not stored in the stack, this bit location is always interpreted as a logic zero. The starting address in the ROM must for this reason be located in 0000H-3FFFH.

Operand	Binary Code								Operation Notation
–	1	1	0	1	0	1	0	1	PC13-8 ← (SP + 1) (SP) PC7-0 ← SP + 3) (SP + 2) PSW ← (SP + 5) (SP + 4) SP ← SP + 6

Example: The stack pointer contains the value 0FAH. An interrupt is detected in the instruction at location 0123H. RAM locations 0FDH, 0FCH, and 0FAH contain the values 2H, 3H, and 1H, respectively. The instruction

IRET

leaves the stack pointer with the value 00H and the program returns to continue execution at location 0123H.

During a return from interrupt, data is popped from the stack to the program counter. The data in stack locations 0FFH-0FAH is organized as follows:

SP →	(0FAH)	PC11 – PC8			
SP + 1	(0FBH)	0	0	PC13	PC12
SP + 2	(0FCH)	PC3 – PC0			
SP + 3	(0FDH)	PC7 – PC4			
SP + 4	(0FEH)	IS1	IS0	EMB	ERB
SP + 5	(0FFH)	C	SC2	SC1	SC0
SP + 6	(00H)				

JP — Jump

JP dst

Operation:

Operand	Operation Summary	Bytes	Cycles
ADR	Jump to direct address (14 bits)	3	3

Description: JP causes an unconditional branch to the indicated address by replacing the contents of the program counter with the address specified in the destination operand. The destination can be anywhere in the 16 K byte program memory address space.

Operand	Binary Code								Operation Notation
ADR	1	1	0	1	1	0	1	1	PC13-0 ← ADR13-0
	0	0	a13	a12	a11	a10	a9	a8	
	a7	a6	a5	a4	a3	a2	a1	a0	

Example: The label 'SYSCON' is assigned to the instruction at program location 07FFH. The instruction

```
JP    SYSCON
```

at location 0123H will load the program counter with the value 07FFH.

JPS — Jump (Short)

JPS dst

Operation:

Operand	Operation Summary	Bytes	Cycles
ADR	Jump direct in page (12 bits)	2	2

Description: JPS causes an unconditional branch to the indicated address with the 4 K byte program memory address space. Bits 0-11 of the program counter are replaced with the directly specified address. The destination address for this jump is specified to the assembler by a label or by an actual address in program memory.

Operand	Binary Code								Operation Notation
ADR	1	0	0	1	a11	a10	a9	a8	PC13-0 ← PC13-12 + ADR11-0
	a7	a6	a5	a4	a3	a2	a1	a0	

Example: The label 'SUB' is assigned to the instruction at program memory location 00FFH. The instruction

```
JPS    SUB
```

at location 0EABH will load the program counter with the value 00FFH. Normally, the JPS instruction jumps to the address in the block in which the instruction is located. If the first byte of the instruction code is located at address xFFEH or xFFFH, the instruction will jump to the next block. If the instruction 'JPS SUB' were located instead at program memory address 0FFEH or 0FFFH, the instruction 'JPS SUB' would load the PC with the value 10FFH, causing a program malfunction.

JR — Jump Relative (Very Short)

JR dst

Operation:

Operand	Operation Summary	Bytes	Cycles
#im	Branch to relative immediate address	1	2
@WX	Branch relative to contents of WX register	2	3
@EA	Branch relative to contents of EA	2	3

Description: JR causes the relative address to be added to the program counter and passes control to the instruction whose address is now in the PC. The range of the relative address is current PC - 15 to current PC + 16. The destination address for this jump is specified to the assembler by a label, an actual address, or by immediate data using a plus sign (+) or a minus sign (-).

For immediate addressing, the (+) range is from 2 to 16 and the (-) range is from -1 to -15. If a 0, 1, or any other number that is outside these ranges are used, the assembler interprets it as an error.

For JR @WX and JR @EA branch relative instructions, the valid range for the relative address is 0H-0FFH. The destination address for these jumps can be specified to the assembler by a label that lies anywhere within the current 256-byte block.

Normally, the 'JR @WX' and 'JR @EA' instructions jump to the address in the page in which the instruction is located. However, if the first byte of the instruction code is located at address xxFEH or xxFFH, the instruction will jump to the next page.

Operand	Binary Code								Operation Notation
#im *									PC13-0 ← ADR (PC-15 to PC+16)
@WX	1	1	0	1	1	1	0	1	PC13-0 ← PC13-8 + (WX)
	0	1	1	0	0	1	0	0	
@EA	1	1	0	1	1	1	0	1	PC13-0 ← PC13-8 + (EA)
	0	1	1	0	0	0	0	0	

* JR #im	First Byte								Condition
	0	0	0	1	a3	a2	a1	a0	PC ← PC+2 to PC+16
	0	0	0	0	a3	a2	a1	a0	PC ← PC-1 to PC-15

JR — Jump Relative (Very Short)

JR (Continued)

Examples:

1. A short form for a relative jump to label 'KK' is the instruction

```
JR      KK
```

where 'KK' must be within the allowed range of current PC-15 to current PC+16. The JR instruction has in this case the effect of an unconditional JP instruction.

2. In the following instruction sequence, if the instruction 'LD WX, #02H' were to be executed in place of 'LD WX,#00H', the program would jump to 1004H and 'JPS CCC' would be executed. If 'LD WX,#03H' were to be executed, the jump would be to1006H and 'JPS DDD' would be executed.

```
        ORG     1000H
        JPS     AAA
        JPS     BBB
        JPS     CCC
        JPS     DDD
XXX     LD      WX,#00H   ;  WX ← 00H
        LD      EA,WX
        ADS     WX,EA     ;  WX ← (WX) + (EA)
        JR      @WX       ;  Current PC12-8 (10H) + WX (00H) = 1000H
                          ;  Jump to address 1000H and execute JPS AAA
```

3. Here is another example:

```
ORG     1100H

LD      A,#0H
LD      A,#1H
LD      A,#2H
LD      A,#3H
LD      30H,A             ;  Address 30H ← A
JPS     YYY
XXX     LD      EA,#00H   ;  EA ← 00H
JR      @EA               ;  Jump to address 1100H
                          ;  Address 30H ← 00H
```

If 'LD EA,#01H' were to be executed in place of 'LD EA,#00H', the program would jump to 1101H and address 30H would contain the value 1H. If 'LD EA,#02H' were to be executed, the jump would be to 1102H and address 30H would contain the value 2H.

LD — Load

LD dst,src

Operation:

Operand	Operation Summary	Bytes	Cycles
A,#im	Load 4-bit immediate data to A	1	1
A,@RRa	Load indirect data memory contents to A	1	1
A,DA	Load direct data memory contents to A	2	2
A,Ra	Load register contents to A	2	2
Ra,#im	Load 4-bit immediate data to register	2	2
RR,#imm	Load 8-bit immediate data to register	2	2
DA,A	Load contents of A to direct data memory	2	2
Ra,A	Load contents of A to register	2	2
EA,@HL	Load indirect data memory contents to EA	2	2
EA,DA	Load direct data memory contents to EA	2	2
EA,RRb	Load register contents to EA	2	2
@HL,A	Load contents of A to indirect data memory	1	1
DA,EA	Load contents of EA to data memory	2	2
RRb,EA	Load contents of EA to register	2	2
@HL,EA	Load contents of EA to indirect data memory	2	2

Description: The contents of the source are loaded into the destination. The source's contents are unaffected.

If an instruction such as 'LD A,#im' (LD EA,#imm) or 'LD HL,#imm' is written more than two times in succession, only the first LD will be executed; the other similar instructions that immediately follow the first LD will be treated like a NOP. This is called the 'redundancy effect' (see examples below).

Operand	Binary Code								Operation Notation
A,#im	1	0	1	1	d3	d2	d1	d0	A ← im
A,@RRa	1	0	0	0	1	i2	i1	i0	A ← (RRa)
A,DA	1	0	0	0	1	1	0	0	A ← DA
	a7	a6	a5	a4	a3	a2	a1	a0	
A,Ra	1	1	0	1	1	1	0	1	A ← Ra
	0	0	0	0	1	r2	r1	r0	
Ra,#im	1	1	0	1	1	0	0	1	Ra ← im
	d3	d2	d1	d0	1	r2	r1	r0	

LD — Load

LD (Continued)

Description:

Operand	Binary Code								Operation Notation
RR,#imm	1	0	0	0	0	r2	r1	1	RR ← imm
	d7	d6	d5	d4	d3	d2	d1	d0	
DA,A	1	0	0	0	1	0	0	1	DA ← A
	a7	a6	a5	a4	a3	a2	a1	a0	
Ra,A	1	1	0	1	1	1	0	1	Ra ← A
	0	0	0	0	0	r2	r1	r0	
EA,@HL	1	1	0	1	1	1	0	0	A ← (HL), E ← (HL + 1)
	0	0	0	0	1	0	0	0	
EA,DA	1	1	0	0	1	1	1	0	A ← DA, E ← DA + 1
	a7	a6	a5	a4	a3	a2	a1	a0	
EA,RRb	1	1	0	1	1	1	0	0	EA ← RRb
	1	1	1	1	1	r2	r1	0	
@HL,A	1	1	0	0	0	1	0	0	(HL) ← A
DA,EA	1	1	0	0	1	1	0	1	DA ← A, DA + 1 ← E
	a7	a6	a5	a4	a3	a2	a1	a0	
RRb,EA	1	1	0	1	1	1	0	0	RRb ← EA
	1	1	1	1	0	r2	r1	0	
@HL,EA	1	1	0	1	1	1	0	0	(HL) ← A, (HL + 1) ← E
	0	0	0	0	0	0	0	0	

Examples:

1. RAM location 30H contains the value 4H. The RAM location values are 40H, 41H and 0AH, 3H respectively. The following instruction sequence leaves the value 40H in point pair HL, 0AH in the accumulator and in RAM location 40H, and 3H in register E.

```
LD      HL,#30H     ;  HL ← 30H
LD      A,@HL       ;  A ← 4H
LD      HL,#40H     ;  HL ← 40H
LD      EA,@HL      ;  A ← 0AH, E ← 3H
LD      @HL,A       ;  RAM (40H) ← 0AH
```

LD — Load

LD (Continued)

Examples:

2. If an instruction such as LD A,#im (LD EA,#imm) or LD HL,#imm is written more than two times in succession, only the first LD is executed; the next instructions are treated as NOPs. Here are two examples of this 'redundancy effect':

```
LD    A,#1H      ;  A ← 1H
LD    EA,#2H     ;  NOP
LD    A,#3H      ;  NOP
LD    23H,A      ;  (23H) ← 1H

LD    HL,#10H    ;  HL ← 10H
LD    HL,#20H    ;  NOP
LD    A,#3H      ;  A ← 3H
LD    EA,#35     ;  NOP
LD    @HL,A      ;  (10H) ← 3H
```

The following table contains descriptions of special characteristics of the LD instruction when used in different addressing modes:

Instruction	Operation Description and Guidelines
LD A,#im	Since the 'redundancy effect' occurs with instructions like LD EA,#imm, if this instruction is used consecutively, the second and additional instructions of the same type will be treated like NOPs.
LD A,@RRa	Load the data memory contents pointed to by 8-bit RRa register pairs (HL, WX, WL) to the A register.
LD A,DA	Load direct data memory contents to the A register.
LD A,Ra	Load 4-bit register Ra (E, L, H, X, W, Z, Y) to the A register.
LD Ra,#im	Load 4-bit immediate data into the Ra register (E, L, H, X, W, Y, Z).
LD RR,#imm	Load 8-bit immediate data into the Ra register (EA, HL, WX, YZ). There is a redundancy effect if the operation addresses the HL or EA registers.
LD DA,A	Load contents of register A to direct data memory address.
LD Ra,A	Load contents of register A to 4-bit Ra register (E, L, H, X, W, Z, Y).

LD — Load

LD (Concluded)

Examples:

Instruction	Operation Description and Guidelines
LD EA,@HL	Load data memory contents pointed to by 8-bit register HL to the A register, and the contents of HL+1 to the E register. The contents of register L must be an even number. If the number is odd, the LSB of register L is recognized as a logic zero (an even number), and it is not replaced with the true value. For example, 'LD HL,#36H' loads immediate 36H to HL and the next instruction 'LD EA,@HL' loads the contents of 36H to register A and the contents of 37H to register E.
LD EA,DA	Load direct data memory contents of DA to the A register, and the next direct data memory contents of DA + 1 to the E register. The DA value must be an even number. If it is an odd number, the LSB of DA is recognized as a logic zero (an even number), and it is not replaced with the true value. For example, 'LD EA,37H' loads the contents of 36H to the A register and the contents of 37H to the E register.
LD EA,RRb	Load 8-bit RRb register (HL, WX, YZ) to the EA register. H, W, and Y register values are loaded into the E register, and the L, X, and Z values into the A register.
LD @HL,A	Load A register contents to data memory location pointed to by the 8-bit HL register value.
LD DA,EA	Load the A register contents to direct data memory and the E register contents to the next direct data memory location. The DA value must be an even number. If it is an odd number, the LSB of the DA value is recognized as logic zero (an even number), and is not replaced with the true value.
LD RRb,EA	Load contents of EA to the 8-bit RRb register (HL, WX, YZ). The E register is loaded into the H, W, and Y register and the A register into the L, X, and Z register.
LD @HL,EA	Load the A register to data memory location pointed to by the 8-bit HL register, and the E register contents to the next location, HL + 1. The contents of the L register must be an even number. If the number is odd, the LSB of the L register is recognized as logic zero (an even number), and is not replaced with the true value. For example, 'LD HL,#36H' loads immediate 36H to register HL; the instruction 'LD @HL,EA' loads the contents of A into address 36H and the contents of E into address 37H.

LDB — Load Bit

LDB dst,src.b
LDB dst.b,src

Operation:

Operand	Operation Summary	Bytes	Cycles
mema.b,C	Load carry bit to a specified memory bit	2	2
memb.@L,C	Load carry bit to a specified indirect memory bit	2	2
@H+DA.b,C		2	2
C,mema.b	Load memory bit to a specified carry bit	2	2
C,memb.@L	Load indirect memory bit to a specified carry bit	2	2
C,@H+DA.b		2	2

Description: The Boolean variable indicated by the first or second operand is copied into the location specified by the second or first operand. One of the operands must be the carry flag; the other may be any directly or indirectly addressable bit. The source is unaffected.

Operand	Binary Code								Operation Notation
mema.b,C *	1	1	1	1	1	1	0	0	mema.b ← C
memb.@L,C	1	1	1	1	1	1	0	0	memb.7-2 + [L.3-2]. [L.1-0] ← C
	0	1	0	0	a5	a4	a3	a2	
@H+DA.b,C	1	1	1	1	1	1	0	0	H + [DA.3-0].b ← (C)
	0	0	b1	b0	a3	a2	a1	a0	
C,mema.b*	1	1	1	1	0	1	0	0	C ← mema.b
C,memb.@L	1	1	1	1	0	1	0	0	C ← memb.7-2 + [L.3-2] . [L.1-0]
	0	1	0	0	a5	a4	a3	a2	
C,@H+DA.b	1	1	1	1	0	1	0	0	C ← [H + DA.3-0].b
	0	0	b1	b0	a3	a2	a1	a0	

	Second Byte								Bit Addresses
* mema.b	1	0	b1	b0	a3	a2	a1	a0	FB0H-FBFH
	1	1	b1	b0	a3	a2	a1	a0	FF0H-FFFH

LDB — Load Bit

LDB (Continued)

Examples:

1. The carry flag is set and the data value at input pin P1.0 is logic zero. The following instruction clears the carry flag to logic zero.

```
LDB     C,P1.0
```

2. The P1 address is FF1H and the L register contains the value 9H (1001B). The address (memb.7-2) is 111100B and (L.3-2) is 10B. The resulting address is 11110010B or FF2H and P2 is addressed. The bit value (L.1-0) is specified as 01B (bit 1).

```
LD      L,#9H
LDB     CO,P1.@L            ;  P1.@L specifies P2.1 and C ← P2.1
```

3. The H register contains the value 2H and FLAG = 20H.3. The address for H is 0010B and for FLAG(3-0) the address is 0000B. The resulting address is 00100000B or 20H. The bit value is 3. Therefore, @H+FLAG = 20H.3.

```
FLAG    EQU     20H.3
LD      H,#2H
LDB     C,@H+FLAG           ;  C ← FLAG (20H.3)
```

4. The following instruction sequence sets the carry flag and the loads the "1" data value to the output pin P2.0, setting it to output mode:

```
SCF                         ;  C ← "1"
LDB     P2.0,C              ;  P2.0 ← "1"
```

5. The P1 address is FF1H and L = 9H (1001B). The address (memb.7-2) is 111100B and (L.3-2) is 10B. The resulting address, 11110010B specifies P2. The bit value (L.1-0) is specified as 01B (bit 1). Therefore, P1.@L = P2.1.

```
SCF                         ;  C ← "1"
LD      L,#9H
LDB     P1.@L,C             ;  P1.@L specifies P2.1
                            ;  P2.1 ← "1"
```

6. In this example, H = 2H and FLAG = 20H.3 and the address 20H is specified. Since the bit value is 3, @H+FLAG = 20H.3:

```
FLAG    EQU     20H.3
RCF                         ;  C ← "0"
LD      H,#2H
LDB     @H+FLAG,C           ;  FLAG(20H.3) ← "0"
```

NOTE: Port pin names used in examples 4 and 5 may vary with different SAM48 devices.

LDC — Load Code Byte

LDC dst,src

Operation:

Operand	Operation Summary	Bytes	Cycles
EA,@WX	Load code byte from WX to EA	1	3
EA,@EA	Load code byte from EA to EA	1	3

Description: This instruction is used to load a byte from program memory into an extended accumulator. The address of the byte fetched is the six highest bit values in the program counter and the contents of an 8-bit working register (either WX or EA). The contents of the source are unaffected.

Operand	Binary Code								Operation Notation
EA,@WX	1	1	0	0	1	1	0	0	EA ← [PC13-8 + (WX)]
EA,@EA	1	1	0	0	1	0	0	0	EA ← [PC13-8 + (EA)]

Examples: 1. The following instructions will load one of four values defined by the define byte (DB) directive to the extended accumulator:

```
LD        EA,#00H
CALL      DISPLAY
JPS       MAIN

ORG       0500H

DB        66H
DB        77H
DB        88H
DB        99H
DISPLAY   LDC       EA,@EA   ;   EA ← address 0500H = 66H
RET
```

If the instruction 'LD EA,#01H' is executed in place of 'LD EA,#00H', The content of 0501H (77H) is loaded to the EA register. If 'LD EA,#02H' is executed, the content of address 0502H (88H) is loaded to EA.

LDC — Load Code Byte

LDC (Continued)

Examples:

2. The following instructions will load one of four values defined by the define byte (DB) directive to the extended accumulator:

```
ORG       0500H

DB        66H
DB        77H
DB        88H
DB        99H
DISPLAY   LD        WX,#00H
LDC       EA,@WX              ;  EA ← address 0500H = 66H
RET
```

If the instruction 'LD WX,#01H' is executed in place of 'LD WX,#00H', then EA ← address 0501H = 77H.

If the instruction 'LD WX,#02H' is executed in place of 'LD WX,#00H', then EA ← address 0502H = 88H.

3. Normally, the LDC EA, @EA and the LDC EA, @WX instructions reference the table data on the page on which the instruction is located. If, however, the instruction is located at address xxFFH, it will reference table data on the next page. In this example, the upper 4 bits of the address at location 0200H is loaded into register E and the lower 4 bits into register A:

```
ORG       01FDH

01FDH     LD        WX,#00H
01FFH     LDC       EA,@WX  ;  E ← upper 4 bits of 0200H address
                            ;  A ← lower 4 bits of 0200H address
```

4. Here is another example of page referencing with the LDC instruction:

```
ORG       0100H

DB        67H
SMB       0
LD        HL,#30H             ;  Even number
LD        WX,#00H
LDC       EA,@WX              ;  E ← upper 4 bits of 0100H address
                              ;  A ← lower 4 bits of 0100H address
LD        @HL,EA              ;  RAM (30H) ← 7, RAM (31H) ← 6
```

LDD — Load Data Memory and Decrement

LDD dst

Operation:

Operand	Operation Summary	Bytes	Cycles
A,@HL	Load indirect data memory contents to A; decrement register L contents and skip on borrow	1	2 + S

Description: The contents of a data memory location are loaded into the accumulator, and the contents of the register L are decreased by one. If a "borrow" occurs (e.g., if the resulting value in register L is 0FH), the next instruction is skipped. The contents of data memory and the carry flag value are not affected.

Operand	Binary Code								Operation Notation
A,@HL	1	0	0	0	1	0	1	1	A ← (HL), then L ← L-1; skip if L = 0FH

Example: In this example, assume that register pair HL contains 20H and internal RAM location 20H contains the value 0FH:

```
LD      HL,#20H
LDD     A,@HL              ;  A ← (HL) and L ← L-1
JPS     XXX        ;       Skip
JPS     YYY                ;  H ← 2H and L ← 0FH
```

The instruction 'JPS XXX' is skipped since a "borrow" occurred after the 'LDD A,@HL' and instruction 'JPS YYY' is executed.

LDI — Load Data Memory and Increment

LDI dst,src

Operation:

Operand	Operation Summary	Bytes	Cycles
A,@HL	Load indirect data memory to A; increment register L contents and skip on overflow	1	2 + S

Description: The contents of a data memory location are loaded into the accumulator, and the contents of the register L are incremented by one. If an overflow occurs (e.g., if the resulting value in register L is 0H), the next instruction is skipped. The contents of data memory and the carry flag value are not affected.

Operand	Binary Code								Operation Notation
A,@HL	1	0	0	0	1	0	1	0	A ← (HL), then L ← L+1; skip if L = 0H

Example: Assume that register pair HL contains the address 2FH and internal RAM location 2FH contains the value 0FH:

```
LD      HL,#2FH
LDI     A,@HL                 ;  A ← (HL) and L ← L+1
JPS     XXX         ;         Skip
JPS     YYY                   ;  H ← 2H and L ← 0H
```

The instruction 'JPS XXX' is skipped since an overflow occurred after the 'LDI A,@HL' and the instruction 'JPS YYY' is executed.

NOP — No Operation

NOP

Operation:

Operand	Operation Summary	Bytes	Cycles
–	No operation	1	1

Description: No operation is performed by a NOP instruction. It is typically used for timing delays.

One NOP causes a 1-cycle delay: with a 1 µs cycle time, five NOPs would therefore cause a 5 µs delay. Program execution continues with the instruction immediately following the NOP. Only the PC is affected. At least three NOP instructions should follow a STOP or IDLE instruction.

Operand	Binary Code								Operation Notation
–	1	0	1	0	0	0	0	0	No operation

Example: Three NOP instructions follow the STOP instruction to provide a short interval for clock stabilization before power-down mode is initiated:

```
STOP
NOP
NOP
NOP
```

OR — Logical OR

OR dst,src

Operation:

Operand	Operation Summary	Bytes	Cycles
A, #im	Logical-OR immediate data to A	2	2
A, @HL	Logical-OR indirect data memory contents to A	1	1
EA,RR	Logical-OR double register to EA	2	2
RRb,EA	Logical-OR EA to double register	2	2

Description: The source operand is logically ORed with the destination operand. The result is stored in the destination. The contents of the source are unaffected.

Operand	Binary Code								Operation Notation
A, #im	1	1	0	1	1	1	0	1	A ← A OR im
	0	0	1	0	d3	d2	d1	d0	
A, @HL	0	0	1	1	1	0	1	0	A ← A OR (HL)
EA,RR	1	1	0	1	1	1	0	0	EA ← EA OR RR
	0	0	1	0	1	r2	r1	0	
RRb,EA	1	1	0	1	1	1	0	0	RRb ← RRb OR EA
	0	0	1	0	0	r2	r1	0	

Example: If the accumulator contains the value 0C3H (11000011B) and register pair HL the value 55H (01010101B), the instruction

OR EA,@HL

leaves the value 0D7H (11010111B) in the accumulator .

POP — POP From Stack

POP dst

Operation:

Operand	Operation Summary	Bytes	Cycles
RR	Pop to register pair from stack	1	1
SB	Pop SMB and SRB values from stack	2	2

Description: The contents of the RAM location addressed by the stack pointer is read, and the SP is incremented by two. The value read is then transferred to the variable indicated by the destination operand.

Operand	Binary Code								Operation Notation
RR	0	0	1	0	1	r2	r1	0	$RR_L \leftarrow$ (SP), $RR_H \leftarrow$ (SP+1) SP ← SP+2
SB	1	1	0	1	1	1	0	1	(SRB) ← (SP), SMB ← (SP+1), SP ← SP+2
	0	1	1	0	0	1	1	0	

Example: The SP value is equal to 0EDH, and RAM locations 0EFH through 0EDH contain the values 2H, 3H, and 4H, respectively. The instruction

```
POP HL
```

leaves the stack pointer set to 0EFH and the data pointer pair HL set to 34H.

PUSH — PUSH onto Stack

PUSH src

Operation:

Operand	Operation Summary	Bytes	Cycles
RR	Push register pair onto stack	1	1
SB	Push SMB and SRB values onto stack	2	2

Description: The SP is then decreased by two and the contents of the source operand are copied into the RAM location addressed by the stack pointer, thereby adding a new element to the top of the stack.

Operand	Binary Code								Operation Notation
RR	0	0	1	0	1	r2	r1	1	(SP-1) ← RR_H, (SP-2) ← RR_L SP ← SP-2
SB	1	1	0	1	1	1	0	1	(SP-1) ← SMB, (SP-2) ← SRB; (SP) ← SP-2
	0	1	1	0	0	1	1	1	

Example: As an interrupt service routine begins, the stack pointer contains the value 0FAH and the data pointer register pair HL contains the value 20H. The instruction

PUSH HL

leaves the stack pointer set to 0F8H and stores the values 2H and 0H in RAM locations 0F9H and 0F8H, respectively.

RCF — Reset Carry Flag

RCF

Operation:

Operand	Operation Summary	Bytes	Cycles
–	Reset carry flag to logic zero	1	1

Description: The carry flag is cleared to logic zero, regardless of its previous value.

Operand	Binary Code								Operation Notation
–	1	1	1	0	0	1	1	0	C ← 0

Example: Assuming the carry flag is set to logic one, the instruction

RCF

resets (clears) the carry flag to logic zero.

REF — Reference Instruction

REF dst

Operation:

Operand	Operation Summary	Bytes	Cycles
memc	Reference code	1	1(note)

NOTE: The instruction referenced by REF determines instruction cycles.

Description: The REF instruction is used to rewrite into 1-byte form, arbitrary 2-byte or 3-byte instructions (or two 1-byte instructions) stored in the REF instruction reference area in program memory. REF reduces the number of program memory accesses for a program.

Operand	Binary Code								Operation Notation
memc	t7	t6	t5	t4	t3	t2	t1	t0	PC13-0 ← memc5-0 + (memc+1).7-0

TJP and TCALL are 2-byte pseudo-instructions that are used only to specify the reference area:

1. When the reference area is specified by the TJP instruction,
   memc.7-6 = 00
   PC13-0 ← memc.5-0 + (memc+1).7-0

2. When the reference area is specified by the TCALL instruction,
   memc.7-6 = 01
   [(SP-1) (SP-2)] ← EMB, ERB
   [(SP-3) (SP-4)] ← PC7-0
   [(SP-5) (SP-6)] ← PC13-8
   SP ← SP-6
   PC-0 ← memc.5-0 + (memc+1).7-0

When the reference area is specified by any other instruction, the 'memc' and 'memc + 1' instructions are executed.

Instructions referenced by REF occupy 2 bytes of memory space (for two 1-byte instructions or one 2-byte instruction) and must be written as an even number from 0020H to 007FH in ROM. In addition, the destination address of the TJP and TCALL instructions must be located with the 3FFFH address. TJP and TCALL are reference instructions for JP/JPS and CALL/CALLS.

If the instruction following a REF is subject to the 'redundancy effect', the redundant instruction is skipped. If, however, the REF follows a redundant instruction, it is executed.

On the other hand, the binary code of a REF instruction is 1 byte. The upper 4 bits become the higher address bits of the referenced instruction, and the lower 4 bits of the referenced instruction becomes the lower address, producing a total of 8 bits or 1 byte (see Example 3 below).

NOTE: If the MSB value of the first one-byte binary code in instruction is “0”, the instruction cannot be referenced by a REF instruction.

REF — Reference Instruction

REF (Continued)

Examples:

1. Instructions can be executed efficiently using REF, as shown in the following example:

```
        ORG     0020H

AAA     LD      HL,#00H
BBB     LD      EA,#FFH
CCC     TCALL   SUB1
DDD     TJP     SUB2
        •
        •
        •
        ORG 0080H
        REF     AAA     ;  LD     HL,#00H
        REF     BBB     ;  LD     EA,#FFH
        REF     CCC     ;  CALL   SUB1
        REF     DDD     ;  JP     SUB2
```

2. The following example shows how the REF instruction is executed in relation to LD instructions that have a 'redundancy effect':

```
        ORG     0020H

AAA     LD      EA,#40H
        •
        •
        •
        ORG     0100H
        LD      EA,#30H
        REF     AAA              ;      Not skipped
        •
        •
        •
        REF     AAA
        LD      EA,#50H          ;      Skipped
        SRB     2
```

REF — Reference Instruction

REF (Concluded)

Examples: 3. In this example the binary code of 'REF A1' at locations 20H-21H is 20H, for 'REF A2' at locations 22H-23H, it is 21H, and for 'REF A3' at 24H-25H, the binary code is 22H :

```
Opcode    Symbol   Instruction

                   ORG      0020H

83  00    A1       LD       HL,#00H
83  03    A2       LD       HL,#03H
83  05    A3       LD       HL,#05H
83  10    A4       LD       HL,#10H
83  26    A5       LD       HL,#26H
83  08    A6       LD       HL,#08H
83  0F    A7       LD       HL,#0FH
83  F0    A8       LD       HL,#0F0H
83  67    A9       LD       HL,#067H
41  0B    A10      TCALL    SUB1
01  0D    A11      TJP      SUB2
                   •
                   •
                   •
                   ORG      0100H

20                 REF      A1         ;  LD      HL,#00H
21                 REF      A2         ;  LD      HL,#03H
22                 REF      A3         ;  LD      HL,#05H
23                 REF      A4         ;  LD      HL,#10H
24                 REF      A5         ;  LD      HL,#26H
25                 REF      A6         ;  LD      HL,#08H
26                 REF      A7         ;  LD      HL,#0FH
27                 REF      A8         ;  LD      HL,#0F0H
30                 REF      A9         ;  LD      HL,#067H
31                 REF      A10        ;  CALL    SUB1
32                 REF      A11        ;  JP      SUB2
```

RET — Return From Subroutine

RET

Operation:

Operand	Operation Summary	Bytes	Cycles
–	Return from subroutine	1	3

Description: RET pops the PC values successively from the stack, incrementing the stack pointer by six. Program execution continues from the resulting address, generally the instruction immediately following a CALL or CALLS.

Operand	Binary Code								Operation Notation
–	1	1	0	0	0	1	0	1	PC13-8 ← (SP + 1) (SP) PC7-0 ← (SP + 3) (SP + 2) EMB,ERB ← (SP + 4) SP ← SP + 6

Example: The stack pointer contains the value 0FAH. RAM locations 0FAH, 0FBH, 0FCH, and 0FDH contain 1H, 0H, 5H, and 2H, respectively. The instruction

RET

leaves the stack pointer with the new value of 00H and program execution continues from location 0125H.

During a return from subroutine, PC values are popped from stack locations as follows:

SP →	(0FAH)	PC11 – PC8			
SP + 1	(0FBH)	0	0	PC13	PC12
SP + 2	(0FCH)	PC3 – PC0			
SP + 3	(0FDH)	PC7 – PC4			
SP + 4	(0FEH)	0	0	EMB	ERB
SP + 5	(0FFH)	0	0	0	0
SP + 6	(000H)				

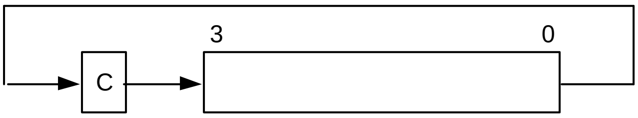
RRC — Rotate Accumulator Right through Carry

RRC A

Operation:

Operand	Operation Summary	Bytes	Cycles
A	Rotate right through carry bit	1	1

Description: The four bits in the accumulator and the carry flag are together rotated one bit to the right. Bit 0 moves into the carry flag and the original carry value moves into the bit 3 accumulator position.



Operand	Binary Code								Operation Notation
A	1	0	0	0	1	0	0	0	C ← A.0, A3 ← C A.n-1 ← A.n (n = 1, 2, 3)

Example: The accumulator contains the value 5H (0101B) and the carry flag is cleared to logic zero. The instruction

RRC A

leaves the accumulator with the value 2H (0010B) and the carry flag set to logic one.

NOTE

The number of memory bank selected by SMB may change for different devices in the SAM48 product family.

SBC — Subtract With Carry

SBC dst,src

Operation:

Operand	Operation Summary	Bytes	Cycles
A,@HL	Subtract indirect data memory from A with carry	1	1
EA,RR	Subtract register pair (RR) from EA with carry	2	2
RRb,EA	Subtract EA from register pair (RRb) with carry	2	2

Description: SBC subtracts the source and carry flag value from the destination operand, leaving the result in the destination. SBC sets the carry flag if a borrow is needed for the most significant bit; otherwise it clears the carry flag. The contents of the source are unaffected.

If the carry flag was set before the SBC instruction was executed, a borrow was needed for the previous step in multiple precision subtraction. In this case, the carry bit is subtracted from the destination along with the source operand.

Operand	Binary Code								Operation Notation
A,@HL	0	0	1	1	1	1	0	0	C,A ← A - (HL) - C
EA,RR	1	1	0	1	1	1	0	0	C, EA ← EA -RR - C
	1	1	0	0	1	r2	r1	0	
RRb,EA	1	1	0	1	1	1	0	0	C,RRb ← RRb - EA - C
	1	1	0	0	0	r2	r1	0	

Examples:

1. The extended accumulator contains the value 0C3H, register pair HL the value 0AAH, and the carry flag is set to "1":

```
SCF                 ;  C ← "1"
SBC     EA,HL       ;  EA ← 0C3H - 0AAH - 1H, C ← "0"
JPS     XXX         ;  Jump to XXX; no skip after SBC
```

2. If the extended accumulator contains the value 0C3H, register pair HL the value 0AAH, and the carry flag is cleared to "0":

```
RCF                 ;  C ← "0"
SBC     EA,HL       ;  EA ← 0C3H - 0AAH - 0H = 19H, C ← "0"
JPS     XXX         ;  Jump to XXX;  no skip after SBC
```

SBC — Subtract with Carry

SBC (Continued)

Examples:

3. If SBC A,@HL is followed by an ADS A,#im, the SBC skips on 'no borrow' to the instruction immediately after the ADS. An 'ADS A,#im' instruction immediately after the 'SBC A,@HL' instruction does not skip even if an overflow occurs. This function is useful for decimal adjustment operations.

a. 8 - 6 decimal addition (the contents of the address specified by the HL register is 6H):

```
RCF                     ; C ← "0"
LD      A,#8H           ; A ← 8H
SBC     A,@HL           ; A ← 8H - 6H - C(0) = 2H, C ← "0"
ADS     A,#0AH          ; Skip this instruction because no borrow after SBC result
JPS     XXX
```

b. 3 - 4 decimal addition (the contents of the address specified by the HL register is 4H):

```
RCF                     ; C ← "0"
LD      A,#3H           ; A ← 3H
SBC     A,@HL           ; A ← 3H - 4H - C(0) = 0FH, C ← "1"
ADS     A,#0AH          ; No skip. A ← 0FH + 0AH = 9H
                        ; (The skip function of 'ADS  A,#im' is inhibited after a
                        ; 'SBC  A,@HL' instruction even if an overflow occurs.)
JPS     XXX
```

SBS — Subtract

SBS dst,src

Operation:

Operand	Operation Summary	Bytes	Cycles
A,@HL	Subtract indirect data memory from A; skip on borrow	1	1 + S
EA,RR	Subtract register pair (RR) from EA; skip on borrow	2	2 + S
RRb,EA	Subtract EA from register pair (RRb); skip on borrow	2	2 + S

Description: The source operand is subtracted from the destination operand and the result is stored in the destination. The contents of the source are unaffected. A skip is executed if a borrow occurs. The value of the carry flag is not affected.

Operand	Binary Code								Operation Notation
A,@HL	0	0	1	1	1	1	0	1	A ← A - (HL); skip on borrow
EA,RR	1	1	0	1	1	1	0	0	EA ← EA - RR; skip on borrow
	1	0	1	1	1	r2	r1	0	
RRb,EA	1	1	0	1	1	1	0	0	RRb ← RRb - EA; skip on borrow
	1	0	1	1	0	r2	r1	0	

Examples:

1. The accumulator contains the value 0C3H, register pair HL contains the value 0C7H, and the carry flag is cleared to logic zero:

```
RCF                 ;  C ← "0"
SBS     EA,HL       ;  EA ← 0C3H - 0C7H
                    ;  SBS instruction skips on borrow,
                    ;  but carry flag value is not affected
JPS     XXX         ;  Skip because a borrow occurred
JPS     YYY         ;  Jump to YYY is executed
```

2. The accumulator contains the value 0AFH, register pair HL contains the value 0AAH, and the carry flag is set to logic one:

```
SCF                 ;  C ← "1"
SBS     EA,HL       ;  EA ← 0AFH - 0AAH
JPS     XXX         ;  Jump to XXX
                    ;  JPS was not skipped since no "borrow" occurred after
                       SBS
```

SCF — Set Carry Flag

SCF

Operation:

Operand	Operation Summary	Bytes	Cycles
–	Set carry flag to logic one	1	1

Description: The SCF instruction sets the carry flag to logic one, regardless of its previous value.

Operand	Binary Code								Operation Notation
–	1	1	1	0	0	1	1	1	$C \leftarrow 1$

Example: If the carry flag is cleared to logic zero, the instruction

SCF

sets the carry flag to logic one.

SMB — Select Memory Bank

SMB n

Operation:

Operand	Operation Summary	Bytes	Cycles
n	Select memory bank	2	2

Description: The SMB instruction sets the upper four bits of a 12-bit data memory address to select a specific memory bank. The constants 0, n, and 15 are usually used as the SMB operand to select the corresponding memory bank. All references to data memory addresses fall within the following address ranges:

Please note that since data memory spaces differ for various devices in the SAM4 product family, the 'n' value of the SMB instruction will also vary.

Addresses	Register Areas	Bank	SMB
000H-01FH	Working registers	0	0
020H-0FFH	Stack and general-purpose registers		
N00H-NFFH	General-purpose registers	n	n
	Display registers	(n = 1-14)	(n = 1-14)
F80H-FFFH	I/O-mapped hardware registers	15	15

The enable memory bank (EMB) flag must always be set to "1" in order for the SMB instruction to execute successfully for memory bank 0 - 15.

Format	Binary Code								Operation Notation
n	1	1	0	1	1	1	0	1	SMB ← n
	0	1	0	0	d3	d2	d1	d0	

Example: If the EMB flag is set, the instruction

SMB 0

selects the data memory address range for bank 0 (000H-0FFH) as the working memory bank.

NOTE: Number of memory bank selected by SMB may change for different device in the SAM48 product family.

SRB — Select Register Bank

SRB n

Operation:

Operand	Operation Summary	Bytes	Cycles
n	Select register bank	2	2

Description: The SRB instruction selects one of four register banks in the working register memory area. The constant value used with SRB is 0, 1, 2, or 3. The following table shows the effect of SRB settings:

ERB Setting	SRB Settings				Selected Register Bank
	3	**2**	**1**	**0**	
0	0	0	x	x	Always set to bank 0
1	0	0	0	0	Bank 0
			0	1	Bank 1
			1	0	Bank 2
			1	1	Bank 3

NOTE: 'x' = not applicable.

The enable register bank flag (ERB) must always be set for the SRB instruction to execute successfully for register banks 0, 1, 2, and 3. In addition, if the ERB value is logic zero, register bank 0 is always selected, regardless of the SRB value.

Operand	Binary Code								Operation Notation
n	1	1	0	1	1	1	0	1	SRB ← n (n = 0, 1, 2, 3)
	0	1	0	1	0	0	d1	d0	

Example: If the ERB flag is set, the instruction

SRB 3

selects register bank 3 (018H-01FH) as the working memory register bank.

SRET — Return from Subroutine and Skip

SRET

Operation:

Operand	Operation Summary	Bytes	Cycles
–	Return from subroutine and skip	1	3 + S

Description: SRET is normally used to return to the previously executing procedure at the end of a subroutine that was initiated by a CALL or CALLS instruction. SRET skips the resulting address, which is generally the instruction immediately after the point at which the subroutine was called. Then, program execution continues from the resulting address and the contents of the location addressed by the stack pointer are popped into the program counter.

Operand	Binary Code								Operation Notation
–	1	1	1	0	0	1	0	1	PC13-8 ← (SP + 1) (SP) PC7-0 ← (SP + 3) (SP + 2) EMB,ERB ← (SP + 4) SP ← SP + 6

Example: If the stack pointer contains the value 0FAH and RAM locations 0FAH, 0FBH, 0FCH, and 0FDH contain the values 1H, 0H, 5H, and 2H, respectively, the instruction

SRET

leaves the stack pointer with the value 00H and the program returns to continue execution at location 0125H, then skips unconditionally.

During a return from subroutine, data is popped from the stack to the PC as follows:

SP →	(0FAH)	PC11 – PC8			
SP + 1	(0FBH)	0	0	PC13	PC12
SP + 2	(0FCH)	PC3 – PC0			
SP + 3	(0FDH)	PC7 – PC4			
SP + 4	(0FEH)	0	0	EMB	ERB
SP + 5	(0FFH)	0	0	0	0
SP + 6	(000H)				

STOP — Stop Operation

STOP

Operation:

Operand	Operation Summary	Bytes	Cycles
-	Engage CPU stop mode	2	2

Description: The STOP instruction stops the system clock by setting bit 3 of the power control register (PCON) to logic one. When STOP executes, all system operations are halted with the exception of some peripheral hardware with special power-down mode operating conditions.

In application programs, a STOP instruction must be immediately followed by at least three NOP instructions. This ensures an adequate time interval for the clock to stabilize before the next instruction is executed. If three or more NOP instructions are not used after STOP instruction, leakage current could be flown because of the floating state in the internal bus.

Operand	Binary Code								Operation Notation
–	1	1	1	1	1	1	1	1	PCON.3 ← 1
	1	0	1	1	0	0	1	1	

Example: Given that bit 3 of the PCON register is cleared to logic zero, and all systems are operational, the instruction sequence

```
STOP
NOP
NOP
NOP
```

sets bit 3 of the PCON register to logic one, stopping all controller operations (with the exception of some peripheral hardware). The three NOP instructions provide the necessary timing delay for clock stabilization before the next instruction in the program sequence is executed.

VENT — Load EMB, ERB, and Vector Address

VENTn dst

Operation:

Operand	Operation Summary	Bytes	Cycles
EMB (0,1) ERB (0,1) ADR	Load enable memory bank flag (EMB) and the enable register bank flag (ERB) and program counter to vector address, then branch to the corresponding location.	2	2

Description: The VENT instruction loads the contents of the enable memory bank flag (EMB) and enable register bank flag (ERB) into the respective vector addresses. It then points the interrupt service routine to the corresponding branching locations. The program counter is loaded automatically with the respective vector addresses which indicate the starting address of the respective vector interrupt service routines.

The EMB and ERB flags should be modified using VENT before the vector interrupts are acknowledged. Then, when an interrupt is generated, the EMB and ERB values of the previous routine are automatically pushed onto the stack and then popped back when the routine is completed.

After the return from interrupt (IRET) you do not need to set the EMB and ERB values again. Instead, use BITR and BITS to clear these values in your program routine.

The starting addresses for vector interrupts and reset operations are pointed to by the VENTn instruction. These starting addresses must be located in ROM ranges 0000H-3FFFH. Generally, the VENTn instructions are coded starting at location 0000H.

The format for VENT instructions is as follows:

VENTn d1,d2,ADDR

EMB $\leftarrow$ d1 ("0" or "1")
ERB $\leftarrow$ d2 ("0" or "1")
PC $\leftarrow$ ADDR (address to branch
n = device-specific module address code (n = 0-n)

Operand	Binary Code								Operation Notation
EMB (0,1) ERB (0,1) ADR	EMB	ERB	a13	a12	a11	a10	a9	a8	ROM (2 x n) 7-6 $\rightarrow$ EMB, ERB ROM (2 x n) 5-4 $\rightarrow$ PC13, PC12 ROM (2 x n) 3-0 $\rightarrow$ PC12-8 ROM (2 x n + 1) 7-0 $\rightarrow$ PC7-0 (n = 0, 1, 2, 3, 4, 5, 6, 7)
	a7	a6	a5	a4	a3	a2	a1	a0	

VENT — Load EMB, ERB, and Vector Address

VENTn (Continued)

Example: The instruction sequence

```
ORG     0000H
VENT0   1,0,RESET
VENT1   0,1,INTA
VENT2   0,1,INTB
VENT3   0,1,INTC
VENT4   0,1,INTD
VENT5   0,1,INTE
VENT6   0,1,INTF
VENT7   0,1,INTG
```

causes the program sequence to branch to the RESET routine labeled RESET, setting EMB to "1" and ERB to "0" when RESET is activated. When a basic timer interrupt is generated, VENT1 causes the program to branch to the basic timer's interrupt service routine, INTA, and to set the EMB value to "0" and the ERB value to "1". VENT2 then branches to INTB, VENT3 to INTC, and so on, setting the appropriate EMB and ERB values.

NOTE: The number of VENTn interrupt names used in the examples above may change for different devices in the

SAM48 product family.

XCH — Exchange A or EA with Nibble or Byte

XCH dst,src

Operation:

Operand	Operation Summary	Bytes	Cycles
A,DA	Exchange A and data memory contents	2	2
A,Ra	Exchange A and register (Ra) contents	1	1
A,@RRa	Exchange A and indirect data memory	1	1
EA,DA	Exchange EA and direct data memory contents	2	2
EA,RRb	Exchange EA and register pair (RRb) contents	2	2
EA,@HL	Exchange EA and indirect data memory contents	2	2

Description: The instruction XCH loads the accumulator with the contents of the indicated destination variable and writes the original contents of the accumulator to the source.

Operand	Binary Code								Operation Notation
A,DA	0	1	1	1	1	0	0	1	A ↔ DA
	a7	a6	a5	a4	a3	a2	a1	a0	
A,Ra	0	1	1	0	1	r2	r1	r0	A ↔ Ra
A,@RRa	0	1	1	1	1	i2	i1	i0	A ↔ (RRa)
EA,DA	1	1	0	0	1	1	1	1	A ↔ DA,E ↔ DA + 1
	a7	a6	a5	a4	a3	a2	a1	a0	
EA,RRb	1	1	0	1	1	1	0	0	EA ↔ RRb
	1	1	1	0	0	r2	r1	0	
EA,@HL	1	1	0	1	1	1	0	0	A ↔ (HL), E ↔ (HL + 1)
	0	0	0	0	0	0	0	1	

Example: Double register HL contains the address 20H. The accumulator contains the value 3FH (00111111B) and internal RAM location 20H the value 75H (01110101B). The instruction

```
XCH     EA,@HL
```

leaves RAM location 20H with the value 3FH (00111111B) and the extended accumulator with the value 75H (01110101B).

XCHD — Exchange and Decrement

XCHD dst,src

Operation:

Operand	Operation Summary	Bytes	Cycles
A,@HL	Exchange A and data memory contents; decrement contents of register L and skip on borrow	1	2 + S

Description: The instruction XCHD exchanges the contents of the accumulator with the RAM location addressed by register pair HL and then decrements the contents of register L. If the content of register L is 0FH, the next instruction is skipped. The value of the carry flag is not affected.

Operand	Binary Code								Operation Notation
A,@HL	0	1	1	1	1	0	1	1	A ↔ (HL), then L ← L-1; skip if L = 0FH

Example: Register pair HL contains the address 20H and internal RAM location 20H contains the value 0FH:

```
        LD   HL,#20H
        LD   A,#0H
        XCHD       A,@HL    ;  A ← 0FH and L ← L - 1, (HL) ← "0"
        JPS        XXX      ;  Skipped since a borrow occurred
        JPS        YYY      ;  H ← 2H, L ← 0FH

YYY     XCHD       A,@HL    ;  (2FH) ← 0FH, A ← (2FH), L ← L - 1  =  0EH
        •
        •
        •
```

The 'JPS YYY' instruction is executed since a skip occurs after the XCHD instruction.

XCHI — Exchange and Increment

XCHI dst,src

Operation:

Operand	Operation Summary	Bytes	Cycles
A,@HL	Exchange A and data memory contents; increment contents of register L and skip on overflow	1	2 + S

Description: The instruction XCHI exchanges the contents of the accumulator with the RAM location addressed by register pair HL and then increments the contents of register L. If the content of register L is 0H, a skip is executed. The value of the carry flag is not affected.

Operand	Binary Code								Operation Notation
A,@HL	0	1	1	1	1	0	1	0	A ↔ (HL), then L ← L+1; skip if L = 0H

Example: Register pair HL contains the address 2FH and internal RAM location 2FH contains 0FH:

```
        LD      HL,#2FH
        LD      A,#0H
        XCHI    A,@HL       ;       A ← 0FH and L ← L + 1 = 0, (HL) ← "0"
        JPS     XXX;        Skipped since an overflow occurred
        JPS     YYY         ;       H ← 2H, L ← 0H

YYY     XCHI    A,@HL       ;  (20H) ← 0FH, A ← (20H), L ← L + 1 = 1H
        •
        •
        •
```

The 'JPS YYY' instruction is executed since a skip occurs after the XCHI instruction.

XOR — Logical Exclusive OR

XOR dst,src

Operation:

Operand	Operation Summary	Bytes	Cycles
A,#im	Exclusive-OR immediate data to A	2	2
A,@HL	Exclusive-OR indirect data memory to A	1	1
EA,RR	Exclusive-OR register pair (RR) to EA	2	2
RRb,EA	Exclusive-OR register pair (RRb) to EA	2	2

Description: XOR performs a bitwise logical XOR operation between the source and destination variables and stores the result in the destination. The source contents are unaffected.

Operand	Binary Code								Operation Notation
A,#im	1	1	0	1	1	1	0	1	A ← A XOR im
	0	0	1	1	d3	d2	d1	d0	
A,@HL	0	0	1	1	1	0	1	1	A ← A XOR (HL)
EA,RR	1	1	0	1	1	1	0	0	EA ← EA XOR (RR)
	0	0	1	1	0	r2	r1	0	
RRb,EA	1	1	0	1	1	1	0	0	RRb ← RRb XOR EA
	0	0	1	1	0	r2	r1	0	

Example: If the extended accumulator contains 0C3H (11000011B) and register pair HL contains 55H (01010101B), the instruction

XOR EA,HL

leaves the value 96H (10010110B) in the extended accumulator.

NOTES

6 OSCILLATOR CIRCUITS

OVERVIEW

The S3C72K8 microcontroller have two oscillator circuits: a main system clock circuit, and a subsystem clock circuit. The CPU and peripheral hardware operate on the system clock frequency supplied through these circuits. Specifically, a clock pulse is required by the following peripheral modules:

— LCD controller
— Basic timer
— Timer/counter 0
— Watch timer
— Serial I/O interface
— Clock output circuit

CPU Clock Notation

In this document, the following notation is used for descriptions of the CPU clock:

fx Main-system clock
fxt Sub-system clock
fxx Selected system clock

Clock Control Registers

When the system clock mode register, SCMOD, and the power control register, PCON, are both cleared to zero after RESET, the normal CPU operating mode is enabled, a main system clock is selected as fx/64, and main system clock oscillation is initiated.

The PCON is used to select normal CPU operating mode or one of two power down mode-stop or idle. Bits 3 and 2 of the PCON register can be manipulated by STOP or IDLE instruction to engage stop or idle power down mode.

The SCMOD, lets you select the main system clock (fx) or a subsystem clock (fxt) as the CPU clock and start (or stop) main/sub system clock oscillation. The resulting clock source, either main system clock or subsystem clock, is referred to the selected system clock (fxx).

The main system clock is selected and oscillation started when all SCMOD bits are cleared to "0". By setting SCMOD.3, SCMOD.2 and SCMOD.0 to different values, you can select a subsystem clock source and start or stop main/sub system clock oscillation. To stop main system clock oscillation, you must use the STOP instruction (assuming the main system clock is selected) or manipulate SCMOD.3 to (assuming the sub system clock is selected).

The main system clock frequencies can be divided by 4, 8, or 64 and a subsystem clock frequencies can only be divided by 4. By manipulating PCON bits 1 and 0, you select one of the following frequencies as the CPU clock.

fx/4, fxt/4, fx/8, fx/64

Using a Subsystem Clock

If a subsystem clock is being used as the selected system clock, the idle power-down mode can be initiated by executing an IDLE instruction.

The watch timer, buzzer and LCD display operate normally with a subsystem clock source, since they operate at very low speed (as low as 122 µs at 32.768 kHz) and with very low power consumption. Other hardware such as the basic timer, timer/counter 0 and the serial I/O interface should not be driven using the subsystem clock, since they require higher operating speeds for normal performance.

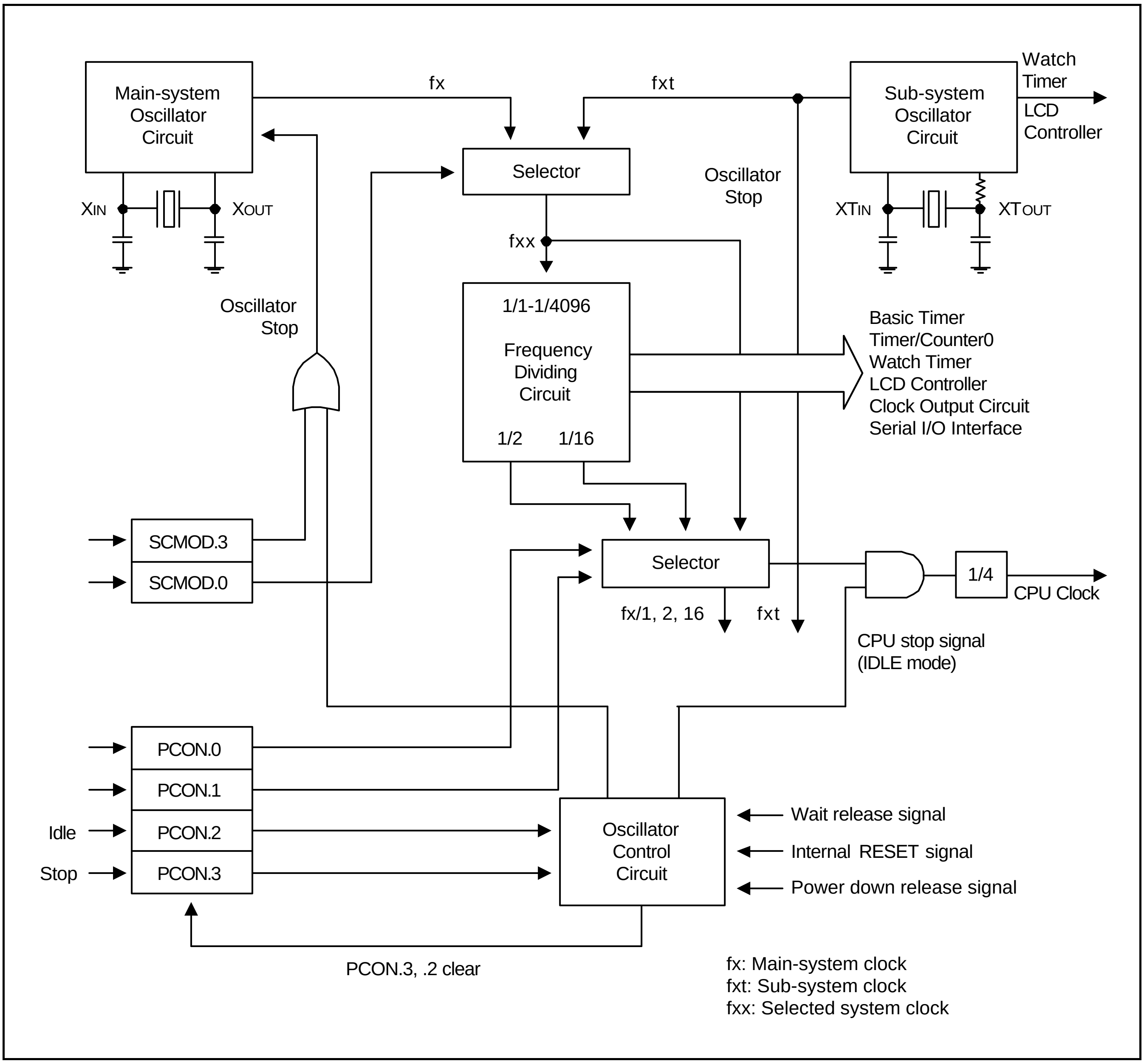


Figure 6-1. Clock Circuit Diagram

MAIN SYSTEM OSCILLATOR CIRCUITS

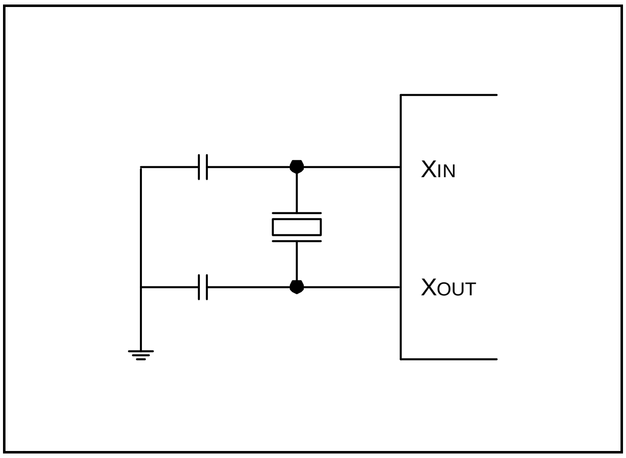


Figure 6-2. Crystal/Ceramic Oscillator (fx)

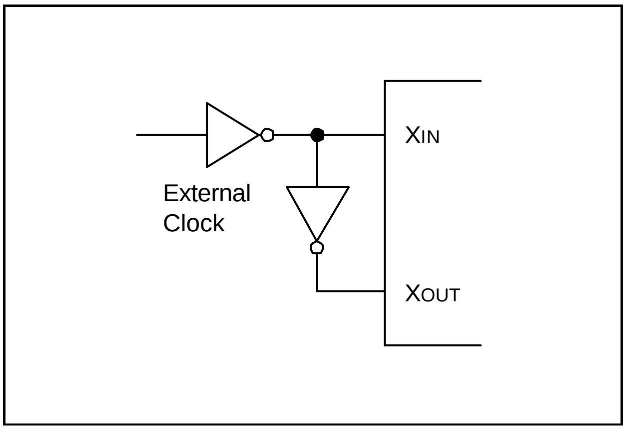


Figure 6-3. External Oscillator (fx)

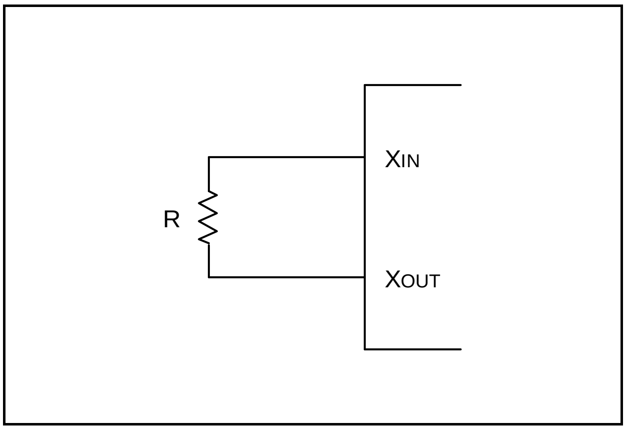


Figure 6-4. RC Oscillator (fx)

SUBSYSTEM OSCILLATOR CIRCUITS

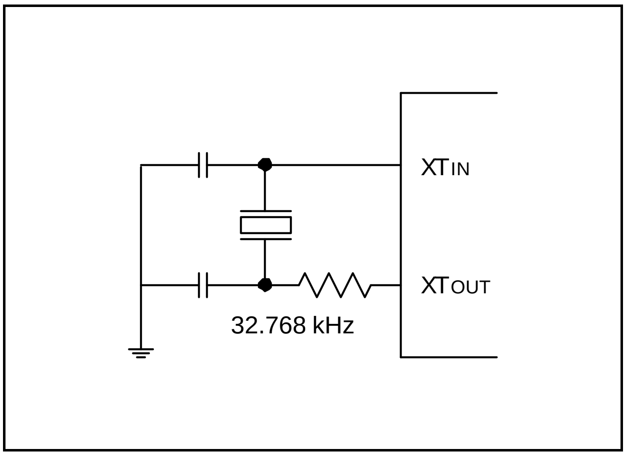


Figure 6-5. Crystal/Ceramic Oscillator (fxt)

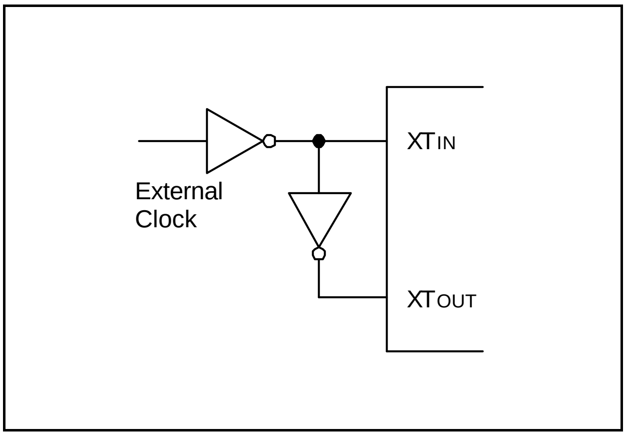


Figure 6-6. External Oscillator (fxt)

POWER CONTROL REGISTER (PCON)

The power control register, PCON, is a 4-bit register that is used to select the CPU clock frequency and to control CPU operating and power-down modes. PCON can be addressed directly by 4-bit write instructions or indirectly by the instructions IDLE and STOP.

FB3H	PCON.3	PCON.2	PCON.1	PCON.0

PCON bits 3 and 2 are addressed by the STOP and IDLE instructions, respectively, to engage the idle and stop power-down modes. Idle and stop modes can be initiated by these instruction despite the current value of the enable memory bank flag (EMB). PCON bits 1 and 0 are used to select a specific system clock frequency. There are two basic choices:

— Main system clock (fx) or subsystem clock (fxt);

— Divided fx/4, 8, 64 or fxt/4 clock frequency.

PCON.1 and PCON.0 settings are also connected with the system clock mode control register, SCMOD. If SCMOD.0 = "0" the main system clock is always selected by the PCON.1 and PCON.0 setting; if SCMOD.0 = "1" the subsystem clock is selected.

RESET sets PCON register values (and SCMOD) to logic zero: SCMOD.3 and SCMOD.0 select the main system clock (fx) and start clock oscillation; PCON.1 and PCON.0 divide the selected fx frequency by 64, and PCON.3 and PCON.2 enable normal CPU operating mode.

Table 6-1. Power Control Register (PCON) Organization

PCON Bit Settings		Resulting CPU Operating Mode
PCON.3	PCON.2	
0	0	Normal CPU operating mode
0	1	Idle power-down mode
1	0	Stop power-down mode

PCON Bit Settings		Resulting CPU Clock Frequency	
PCON.1	PCON.0	If SCMOD.0 = "0"	If SCMOD.0 = "1"
0	0	fx/64	fxt/4
1	0	fx/8	
1	1	fx/4	

+ PROGRAMMING TIP — Setting the CPU Clock

To set the CPU clock to 0.95 µs at 4.19 MHz:

```
BITS    EMB
SMB     15
LD      A,#3H
LD      PCON,A
```

INSTRUCTION CYCLE TIMES

The unit of time that equals one machine cycle varies depending on whether the main system clock (fx) or a subsystem clock (fxt) is used, and on how the oscillator clock signal is divided (by 4, 8, or 64). Table 6-2 shows corresponding cycle times in microseconds.

Table 6-2. Instruction Cycle Times for CPU Clock Rates

Selected CPU Clock	Resulting Frequency	Oscillation Source	Cycle Time (μsec)
fx/64	65.5 kHz	fx = 4.19 MHz	15.3
fx/8	524.0 kHz		1.91
fx/4	1.05 MHz		0.95
fxt/4	8.19 kHz	fxt = 32,768 kHz	122.0

SYSTEM CLOCK MODE REGISTER (SCMOD)

The system clock mode register, SCMOD, is a 4-bit register that is used to select the CPU clock and to control main and sub-system clock oscillation. The SCMOD is mapped to the RAM address FB7H.

The main clock oscillation is stopped by setting SCMOD.3 when the clock source is subsystem clock and subsystem clock can be stopped by setting SCMOD.2 when the clock source is main system clock. SCMOD.0, SCMOD.3 cannot be simultaneously modified.

The subsystem clock is stopped only by setting SCMOD.2, and PCON which revokes stop mode cannot stop the subsystem clock. The stop of subsystem clock is released by RESET when the selected system clock is main system clock or subsystem clock and is released by setting SCMOD.2 when the selected system clock is main system clock.

RESET clears all SCMOD values to logic zero, selecting the main system clock (fx) as the CPU clock and starting clock oscillation. The reset value of the SCMOD is "0".

SCMOD.0, SCMOD.2, and SCMOD.3 bits can be manipulated by 1-bit write instructions (In other words, SCMOD.0, SCMOD.2, and SCMOD.3 cannot be modified simultaneously by a 4-bit write).
Bit 1 is always logic zero.

FB7H	SCMOD.3	SCMOD.2	"0"	SCMOD.0

A subsystem clock (fxt) can be selected as the system clock by manipulating the SCMOD.3 and SCMOD.0 bit settings. If SCMOD.3 = "0" and SCMOD.0 = "1", the subsystem clock is selected and main system clock oscillation continues. If SCMOD.3 = "1" and SCMOD.0 = "1", fxt is selected, but main system clock oscillation stops.

Even if you have selected fx as the CPU clock, setting SCMOD.3 to "1" will stop main system clock oscillation, and malfunction may be occurred. To operate safely, main system clock should be stopped by a stop instruction is main system clock mode.

Table 6-3. System Clock Mode Register (SCMOD) Organization

SCMOD Register Bit Settings		**Resulting Clock Selection**	
SCMOD.3	SCMOD.0	CPU Clock	fx Oscillation
0	0	fx	On
0	1	fxt	On
1	1	fxt	Off

Table 6-4. SCMOD.2 for Sub-oscillation On/Off

SCMOD.2	**Sub-oscillation on/off**
0	Enable sub system clock
1	Disable sub system clock

NOTE: You can use SCMOD.2 as follows (ex; after data bank was used, a few minutes have passed):
Main operation → sub-operation → sub-idle (LCD on, after a few minutes later without any external input) → sub-operation → main operation → SCMOD.2 = 1 → main stop mode (LCD off).

Table 6-5. Main/Sub Oscillation Stop Mode

Mode	Condition	Method to issue OSC Stop	OSC Stop Release Source [2]
Main Oscillation STOP Mode	Main oscillator runs. Sub oscillator runs (stops). System clock is the main oscillation clock.	STOP instruction: Main oscillator stops. CPU is in idle mode. Sub oscillator still runs (stops).	Interrupt and RESET: After releasing stop mode, main oscillation starts and oscillation stabilization time is elapsed. And then the CPU operates. Oscillation stabilization time is 1/[256 x BT clock (fx)]
		When SCMOD.3 is set to "1" [1], main oscillator stops, halting the CPU operation. Sub oscillator still runs (stops).	RESET: Interrupt can't start the main oscillation. Therefore, the CPU operation can never be restarted.
	Main oscillator runs. Sub oscillator runs. System clock is the sub oscillation clock.	STOP instruction [1]: Main oscillator stops. CPU is in idle mode. Sub oscillator still runs (stops). Sub oscillator still runs.	BT overflow, interrupt, and RESET: After the overflow of basic timer [1/(256 x BT clock (fxt))], CPU operation and main oscillation automatically start.
		When SCMOD.3 is set to "1", main oscillator stops. The CPU, however, would still operate. Sub oscillator still runs.	Set SCMOD.3 to "0" or RESET
Sub Oscillation STOP Mode	Main oscillator runs. Sub oscillator runs. System clock is the main oscillation clock.	When SCMOD.2 to "1", sub oscillator stops, while main oscillator and the CPU would still operate.	Set SCMOD.2 to "0" or RESET
	Main oscillator runs (stops). Sub oscillator runs. System clock is the sub oscillation clock.	When SCMOD.2 to "1", sub oscillator stops, halting the CPU operation. Main oscillator still runs (stops).	RESET

NOTES:
1. This mode must not be used.
2. Oscillation stabilization time by interrupt is 1/(256 x BT clocks). Oscillation stabilization time by a reset is 31.3 ms at 4.19 MHz, main oscillation clock.

SWITCHING THE CPU CLOCK

Together, bit settings in the power control register, PCON, and the system clock mode register, SCMOD, determine whether a main system or a subsystem clock is selected as the CPU clock, and also how this frequency is to be divided. This makes it possible to switch dynamically between main and subsystem clocks and to modify operating frequencies.

SCMOD.3, SCMOD.2, and SCMOD.0 select the main system clock (fx) or a subsystem clock (fxt) and start or stop main system clock oscillation. PCON.1 and PCON.0 control the frequency divider circuit, and divide the selected fx clock by 4, 8, or 64,or fxt clock by 4.

NOTE

> A clock switch operation does not go into effect immediately when you make the SCMOD and PCON register modifications — the previously selected clock continues to run for a certain number of machine cycles.

For example, you are using the default CPU clock (normal operating mode and a main system clock of fx/64) and you want to switch from the fx clock to a subsystem clock and to stop the main system clock. To do this, you first need to set SCMOD.0 to "1". This switches the clock from fx to fxt but allows main system clock oscillation to continue. Before the switch actually goes into effect, a certain number of machine cycles must elapse. After this time interval, you can then disable main system clock oscillation by setting SCMOD.3 to "1".

This same 'stepped' approach must be taken to switch from a subsystem clock to the main system clock: first, clear SCMOD.3 to "0" to enable main system clock oscillation. Then, after a certain number of machine cycles has elapsed, select the main system clock by clearing all SCMOD values to logic zero.

Following a RESET, CPU operation starts with the lowest main system clock frequency of 15.3 µs at 4.19 MHz after the standard oscillation stabilization interval of 31.3 ms has elapsed. Table 6-4 details the number of machine cycles that must elapse before a CPU clock switch modification goes into effect.

Table 6-6. Elapsed Machine Cycles During CPU Clock Switch

BEFORE \ AFTER		SCMOD.0 = 0			SCMOD.0 = 1
		PCON.1 = 0, PCON.0 = 0	PCON.1 = 1, PCON.0 = 0	PCON.1 = 1, PCON.0 = 1	
SCMOD.0 = 0	PCON.1 = 0, PCON.0 = 0	N/A	1 Machine Cycle	1 Machine Cycle	N/A
	PCON.1 = 1, PCON.0 = 0	8 Machine Cycles	N/A	1 Machine Cycle	N/A
	PCON.1 = 1, PCON.0 = 1	16 Machine Cycles	1 Machine Cycle	N/A	fx / 4fxt
SCMOD.0 = 1		N/A	N/A	1 Machine Cycle	N/A

NOTES:
1. Even if oscillation is stopped by setting SCMOD.3 during main system clock operation, the stop mode is not entered.
2. Since the X_{IN} input is connected internally to V_{SS} to avoid current leakage due to the crystal oscillator in stop mode, do not set SCMOD.3 to "1" or do not use stop instruction when an external clock is used as the main system clock.
3. When the system clock is switched to the subsystem clock, it is necessary to disable any interrupts which may occur during the time intervals shown in Table 6-6.
4. 'N/A' means 'not available'.
5. fx: Main-system clock, fxt: Sub-system clock. When fx is 4.19 MHz, and fxt is 32.768 kHz.

☞ PROGRAMMING TIP — Switching Between Main System and Subsystem Clock

1. Switch from the main system clock to the subsystem clock:

```
MA2SUB  BITS    SCMOD.0         ;  Switches to subsystem clock
        CALL    DLY80           ;  Delay 80 machine cycles
        BITS    SCMOD.3         ;  Stop the main system clock
        RET
DLY80   LD      A,#0FH
DEL1    NOP
        NOP
        DECS    A
        JR      DEL1
        RET
```

2. Switch from the subsystem clock to the main system clock:

```
SUB2MA  BITR    SCMOD.3         ;  Start main system clock oscillation
        CALL    DLY80           ;  Delay 80 machine cycles
        CALL    DLY80
        BITR    SCMOD.0         ;  Switch to main system clock
        RET
```

CLOCK OUTPUT MODE REGISTERS (CLMOD)

The clock output mode register, CLMOD, is a 4-bit register that is used to enable or disable clock output to the CLO pin and to select the CPU clock source and frequency. CLMOD is addressable by 4-bit write instructions only.

FD0H	CLMOD.3	"0"	CLMOD.1	CLMOD.0

RESET clears CLMOD to logic zero, which automatically selects the CPU clock as the clock source (without initiating clock oscillation), and disables clock output.

CLMOD.3 is the enable/disable clock output control bit; CLMOD.1 and CLMOD.0 are used to select one of four possible clock sources and frequencies: normal CPU clock, fxx/8, fxx/16, or fxx/64.

Table 6-7. Clock Output Mode Register (CLMOD) Organization

CLMOD Bit Settings		Resulting Clock Output	
CLMOD.1	**CLMOD.0**	**Clock Source**	**Frequency**
0	0	CPU clock (fx/4, fx/8, fx/64, fxt/4)	1.05 MHz, 524 kHz, 65.5 kHz, 8.2 kHz
0	1	fxx/8	524 kHz
1	0	fxx/16	262 kHz
1	1	fxx/64	65.5 kHz

CLMOD1.3	Result of CLMOD1.3 Setting
0	Clock output is disabled (CLO1, CLO2)
1	Clock output is enabled (CLO1, CLO2)

NOTE: Frequencies assume that fxx, fx = 4.19 MHz and fxt is 32,768 kHz.

CLOCK OUTPUT CIRCUIT

The clock output circuit, used to output clock pulses to the CLO pin, has the following components:

— 4-bit clock output mode register (CLMOD)
— Clock selector
— Output latch
— Port mode flag
— CLO output pin (P4.0)

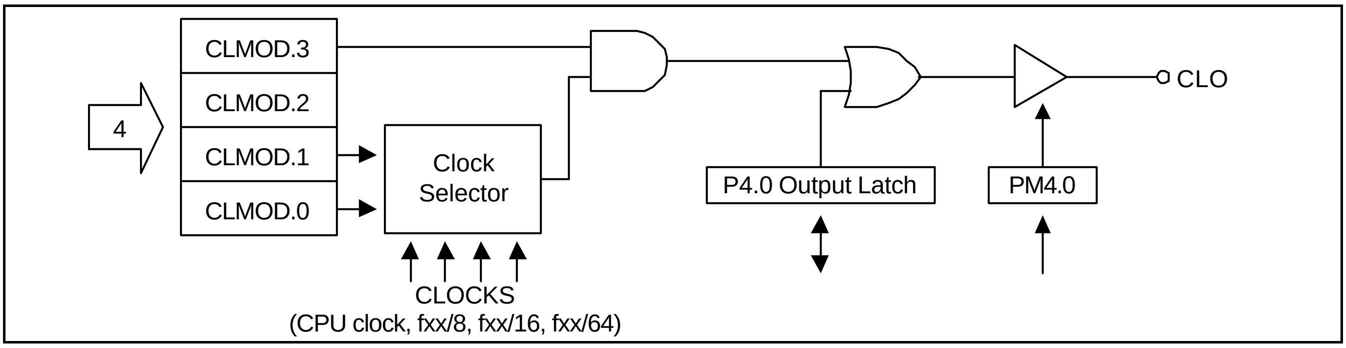


Figure 6-7. CLO Output Pin Circuit Diagram

CLOCK OUTPUT PROCEDURE

The procedure for outputting clock pulses to the CLO pin may be summarized as follows:

1. Disable clock output by clearing CLMOD.3 to logic zero.
2. Set the clock output frequency (CLMOD.1, CLMOD.0).
3. Load a "0" to the output latch of the CLO pin (P4.0).
4. Set the P4.0 mode flag (PM4.0) to output mode.
5. Enable clock output by setting CLMOD.3 to logic one.

☞ PROGRAMMING TIP — CPU Clock Output to the CLO Pin

To output the CPU clock to the CLO pin:

```
BITS    EMB
SMB     15
LD      EA,#10H
LD      PMG1,EA         ; P4.0 ← Output mode
BITR    P4.0            ; Clear P4.0 output latch
LD      A,#9H
LD      CLMOD,A
```

NOTES

7 INTERRUPTS

OVERVIEW

The S3C72K8 interrupt control circuit has five functional components:

— Interrupt enable flags (IEx)
— Interrupt request flags (IRQx)
— Interrupt master enable register (IME)
— Interrupt priority register (IPR)
— Power-down release signal circuit

Three kinds of interrupts are supported:

— Internal interrupts generated by on-chip processes
— External interrupts generated by external peripheral devices
— Quasi-interrupts used for edge detection and as clock sources

Table 7-1. Interrupt Types and Corresponding Port Pin(s)

Interrupt Type	Interrupt Name	Corresponding Port Pins
External interrupts	INT0, INT1, INT4, INTK	P1.0, P1.1, P1.3, K0–K3
Internal interrupts	INTB, INTT0, INTS	Not applicable
Quasi-interrupts	INT2	P1.2
	INTW	Not applicable

Vectored Interrupts

Interrupt requests may be processed as vectored interrupts in hardware, or they can be generated by program software. A vectored interrupt is generated when the following flags and register settings, corresponding to the specific interrupt (INTn) are set to logic one:

— Interrupt enable flag (IEx)

— Interrupt master enable flag (IME)

— Interrupt request flag (IRQx)

— Interrupt status flags (IS0, IS1)

— Interrupt priority register (IPR)

If all conditions are satisfied for the execution of a requested service routine, the start address of the interrupt is loaded into the program counter and the program starts executing the service routine from this address.

EMB and ERB flags for RAM memory banks and registers are stored in the vector address area of the ROM during interrupt service routines. The flags are stored at the beginning of the program with the VENT instruction. The initial flag values determine the vectors for resets and interrupts. Enable flag values are saved during the main routine, as well as during service routines. Any changes that are made to enable flag values during a service routine are not stored in the vector address.

When an interrupt occurs, the enable flag values before the interrupt is initiated are saved along with the program status word (PSW), and the enable flag values for the interrupt is fetched from the respective vector address. Then, if necessary, you can modify the enable flags during the interrupt service routine. When the interrupt service routine is returned to the main routine by the IRET instruction, the original values saved in the stack are restored and the main program continues program execution with these values.

Software-Generated Interrupts

To generate an interrupt request from software, the program manipulates the appropriate IRQx flag. When the interrupt request flag value is set, it is retained until all other conditions for the vectored interrupt have been met, and the service routine can be initiated.

Multiple Interrupts

By manipulating the two interrupt status flags (IS0 and IS1), you can control service routine initialization and thereby process multiple interrupts simultaneously.

If more than four interrupts are being processed at one time, you can avoid possible loss of working register data by using the PUSH RR instruction to save register contents to the stack before the service routines are executed in the same register bank. When the routines have executed successfully, you can restore the register contents from the stack to working memory using the POP instruction.

Power-Down Mode Release

An interrupt (with the exception of INT0) can be used to release power-down mode (stop or idle). Interrupts for power-down mode release are initiated by setting the corresponding interrupt enable flag. Even if the IME flag is cleared to zero, power-down mode will be released by an interrupt request signal when the interrupt enable flag has been set. In such cases, the interrupt routine will not be executed since IME = "0".

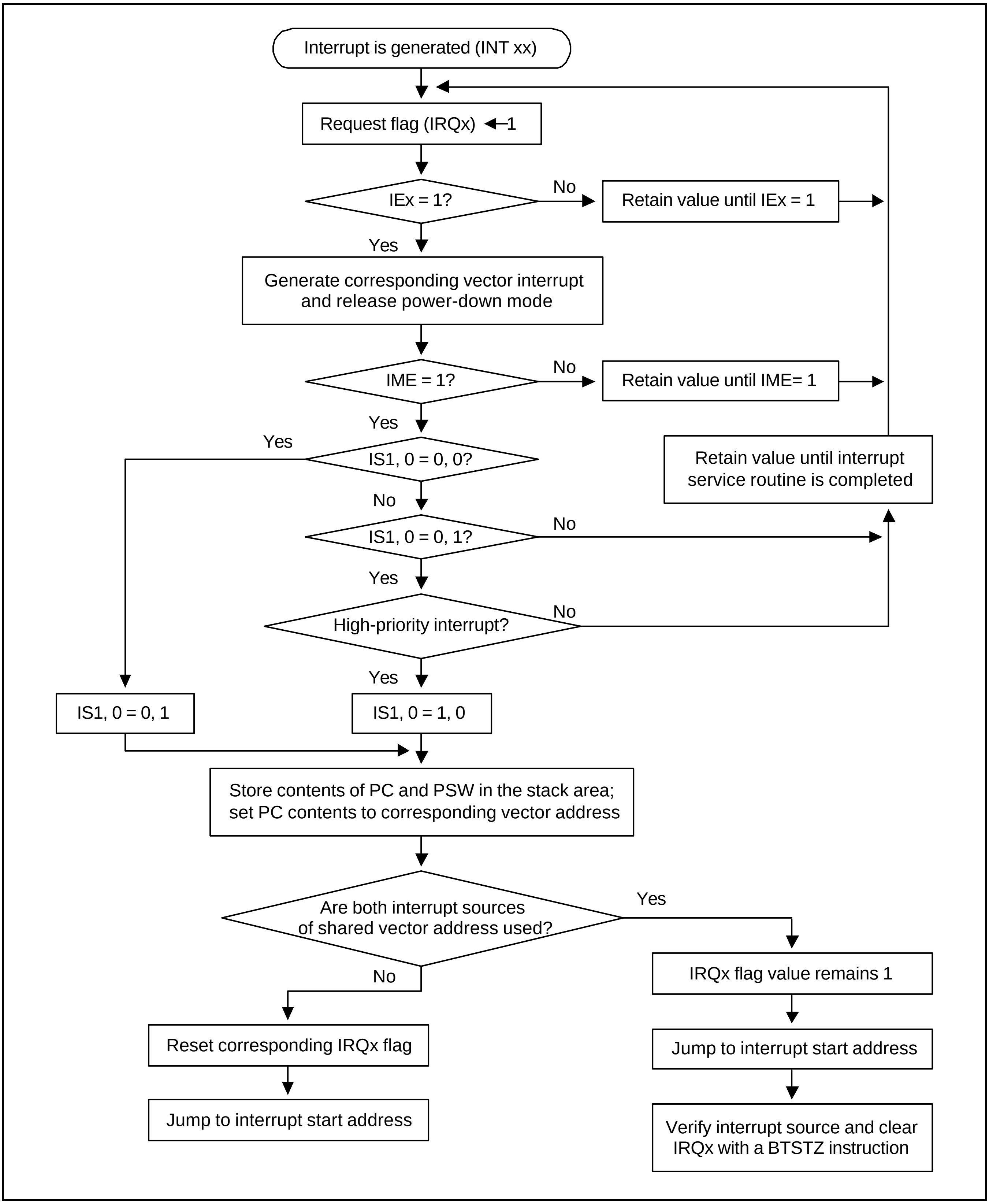
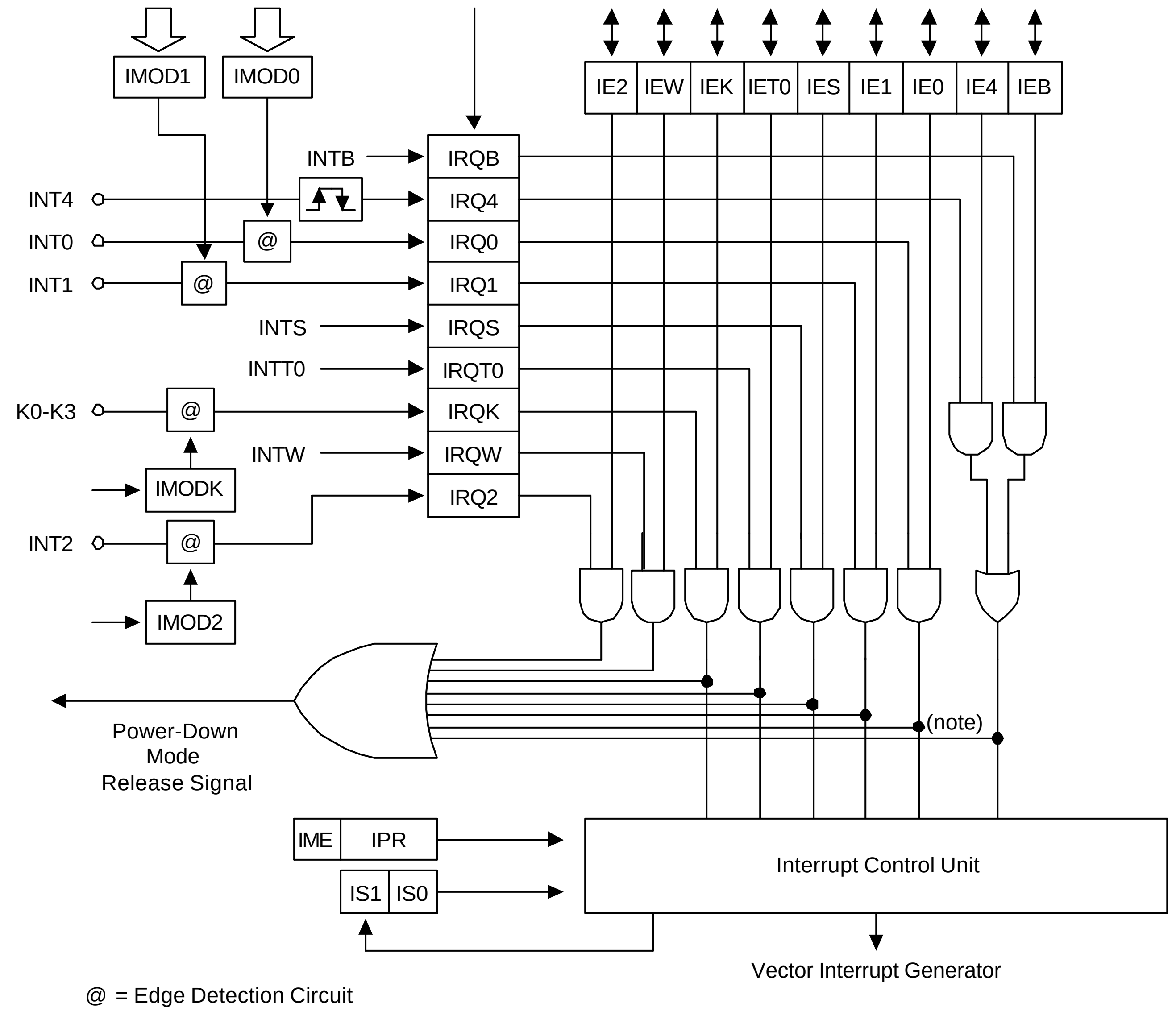


Figure 7-1. Interrupt Execution Flowchart



NOTE: Stop and Idle mode can be released by INT0.

Figure 7-2. Interrupt Control Circuit Diagram

MULTIPLE INTERRUPTS

The interrupt controller can service multiple interrupts in two ways: as two-level interrupts, where either all interrupt requests or only those of highest priority are serviced, or as multi-level interrupts, when the interrupt service routine for a lower-priority request is accepted during the execution of a higher priority routine.

Two-Level Interrupt Handling

Two-level interrupt handling is the standard method for processing multiple interrupts. When the IS1 and IS0 bits of the PSW (FB0H.3 and FB0H.2, respectively) are both logic zero, program execution mode is normal and all interrupt requests are serviced (see Figure 7-3).

Whenever an interrupt request is accepted, IS1 and IS0 are incremented by one ("0" → "1" or "1" → "0"), and the values are stored in the stack along with the other PSW bits. After the interrupt routine has been serviced, the modified IS1 and IS0 values are automatically restored from the stack by an IRET instruction.

IS0 and IS1 can be manipulated directly by 1-bit write instructions, regardless of the current value of the enable memory bank flag (EMB). Before you can modify an interrupt service flag, however, you must first disable interrupt processing with a DI instruction.

When IS1 = "0" and IS0 = "1", all interrupt service routines are inhibited except for the highest priority interrupt currently defined by the interrupt priority register (IPR).

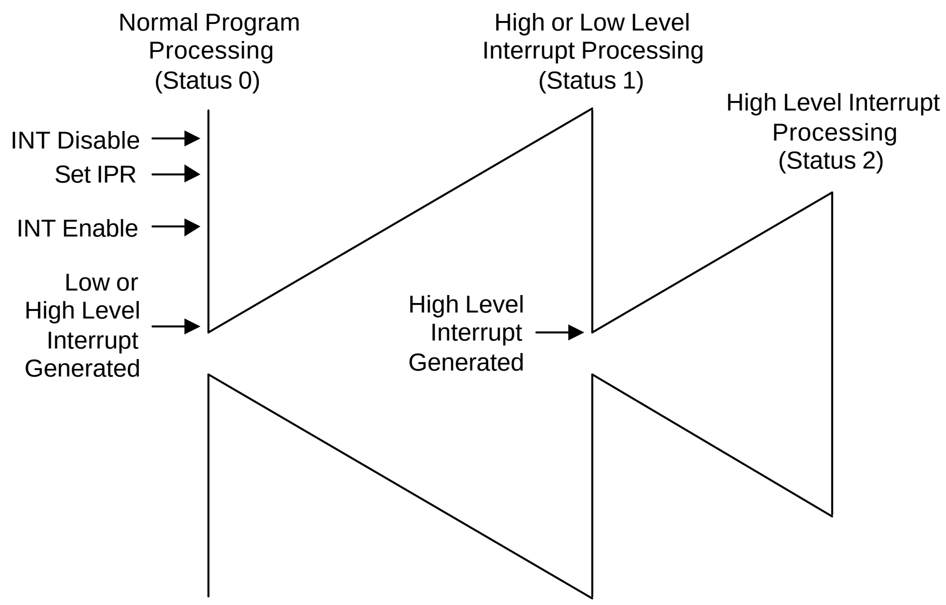


Figure 7-3. Two-Level Interrupt Handling

Multi-Level Interrupt Handling

With multi-level interrupt handling, a lower-priority interrupt request can be executed while a high-priority interrupt is being serviced. This is done by manipulating the interrupt status flags, IS0 and IS1 (see Table 7-2).

When an interrupt is requested during normal program execution, interrupt status flags IS0 and IS1 are set to "1" and "0", respectively. This setting allows only highest-priority interrupts to be serviced. When a high-priority request is accepted, both interrupt status flags are then cleared to "0" by software so that a request of any priority level can be serviced. In this way, the high- and low-priority requests can be serviced in parallel (see Figure 7-4).

Table 7-2. IS1 and IS0 Bit Manipulation for Multi-Level Interrupt Handling

Process Status	Before INT		Effect of ISx Bit Setting	After INT ACK	
	IS1	IS0		IS1	IS0
0	0	0	All interrupt requests are serviced.	0	1
1	0	1	Only high-priority interrupts as determined by the current settings in the IPR register are serviced.	1	0
2	1	0	No additional interrupt requests will be serviced.	–	–
–	1	1	Value undefined	–	–

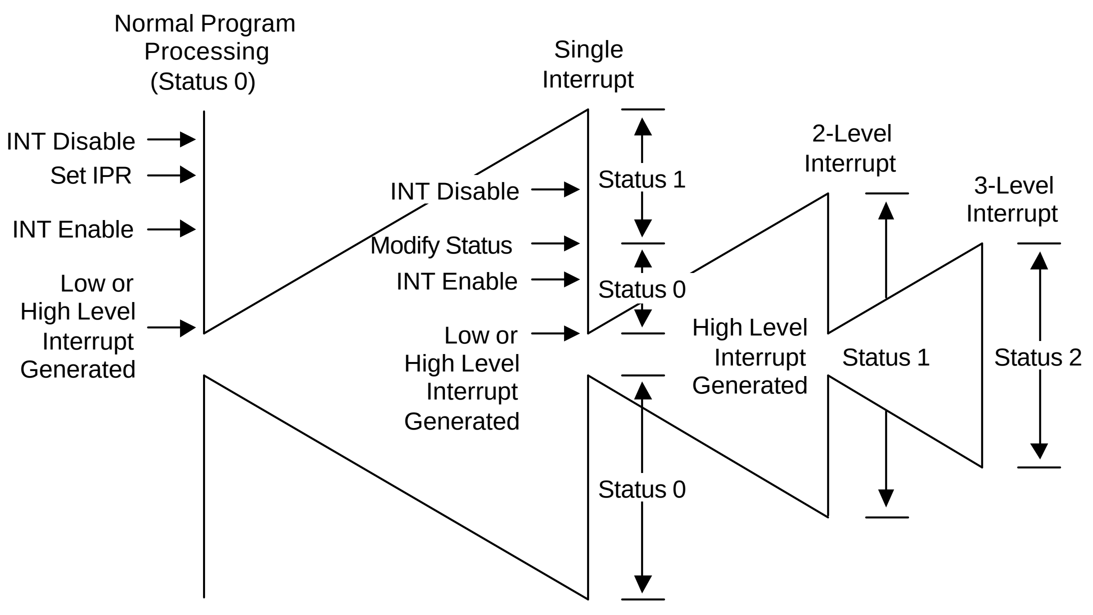


Figure 7-4. Multi-Level Interrupt Handling

INTERRUPT PRIORITY REGISTER (IPR)

The 4-bit interrupt priority register (IPR) is used to control multi-level interrupt handling. Its reset value is logic zero. Before the IPR can be modified by 4-bit write instructions, all interrupts must first be disabled by a DI instruction.

FB2H	IME	IPR.2	IPR.1	IPR.0

By manipulating the IPR settings, you can choose to process all interrupt requests with the same priority level, or you can select one type of interrupt for high-priority processing. A low-priority interrupt can itself be interrupted by a high-priority interrupt, but not by another low-priority interrupt. A high-priority interrupt cannot be interrupted by any other interrupt source.

Table 7-3. Standard Interrupt Priorities

Interrupt	Default Priority
INTB, INT4	1
INT0	2
INT1	3
INTS	4
INTT0	5
INTK	6

The MSB of the IPR, the interrupt master enable flag (IME), enables and disables all interrupt processing. Even if an interrupt request flag and its corresponding enable flag are set, a service routine cannot be executed until the IME flag is set to logic one. The IME flag can be directly manipulated by EI and DI instructions, regardless of the current enable memory bank (EMB) value.

Table 7-4. Interrupt Priority Register Settings

IPR.2	IPR.1	IPR.0	Result of IPR Bit Setting
0	0	0	Process all interrupt requests at low priority (note)
0	0	1	Process INTB and INT4 interrupts only
0	1	0	Process INT0 interrupts only
0	1	1	Process INT1 interrupts only
1	0	0	Process INTS interrupts only
1	0	1	Process INTT0 interrupts only
1	1	0	Process INTK interrupts only

NOTE: When all interrupts are low priority (the lower three bits of the IPR register are logic zero), the interrupt requested first will have high priority. Therefore, the first-request interrupt cannot be superceded by any other interrupt.

☞ Programming Tip — Setting the INT Interrupt Priority

The following instruction sequence sets the INT1 interrupt to high priority:

```
        BITS    EMB
        SMB     15
        DI                          ;  IPR.3 (IME) ← 0
        LD      A,#3H
        LD      IPR,A
        EI                          ;  IPR.3 (IME) ← 1
```

EXTERNAL INTERRUPT 0, 1 AND 2 MODE REGISTERS (IMOD0, IMOD1 AND IMOD2)

The following components are used to process external interrupts at the INT0, INT1 and INT2 pins:

— Edge detection circuit

— Three mode registers, IMOD0, IMOD1 and IMOD2

The mode registers are used to control the triggering edge of the input signal. IMOD0, IMOD1 and IMOD2 settings let you choose either the rising or falling edge of the incoming signal as the interrupt request trigger. The INT4 interrupt is an exception since its input signal generates an interrupt request on both rising and falling edges. Since INT2 is a quasi-interrupt, the interrupt request flag (IRQ2) must be cleared by software.

FB4H	"0"	"0"	IMOD0.1	IMOD0.0
FB5H	"0"	"0"	"0"	IMOD1.0

FDAH	"0"	"0"	"0"	IMOD2.0

IMOD0, IMOD1 and IMOD2 are addressable by 4-bit write instructions. RESET clears all IMOD values to logic zero, selecting rising edges as the trigger for incoming interrupt requests.

Table 7-5. IMOD0, 1 and 2 Register Organization

IMOD0	IMOD0.3	0	IMOD0.1	IMOD0.0	Effect of IMOD0 Settings
			0	0	Rising edge detection
			0	1	Falling edge detection
			1	0	Both rising and falling edge detection
			1	1	IRQ0 flag cannot be set to "1"

IMOD1 IMOD2	0	0	0	IMOD1.0 IMOD2.0	Effect of IMOD1 and IMOD2 Settings
				0	Rising edge detection
				1	Falling edge detection

EXTERNAL INTERRUPT 0, 1, and 2 MODE REGISTERS (Continued)

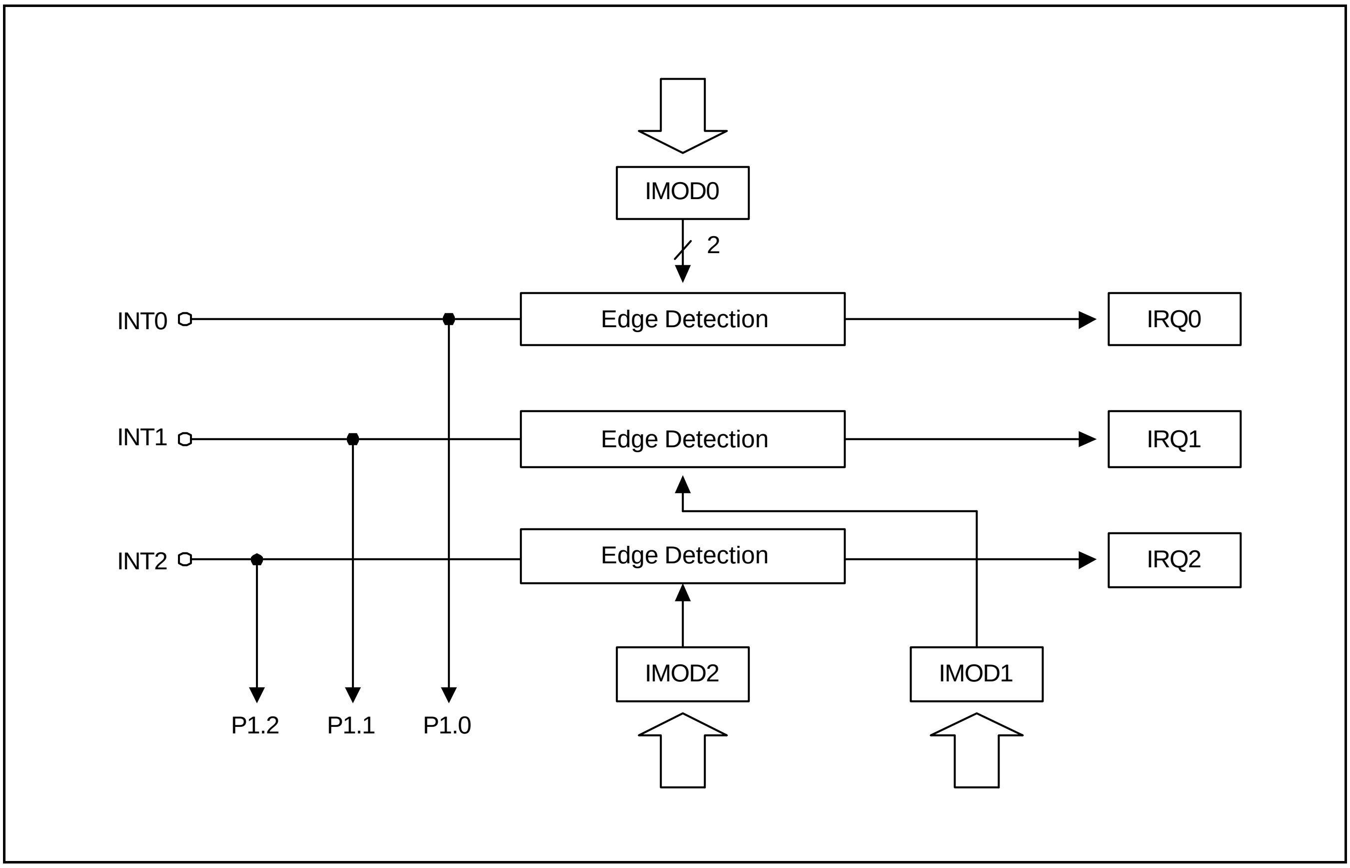


Figure 7-5. Circuit Diagram for INT0, INT1, and INT2 Pins

When modifying the IMOD registers, it is possible to accidentally set an interrupt request flag. To avoid unwanted interrupts, take these precautions when writing your programs:

1. Disable all interrupts with a DI instruction.
2. Modify the IMOD register.
3. Clear all relevant interrupt request flags.
4. Enable the interrupt by setting the appropriate IEx flag.
5. Enable all interrupts with an EI instructions.

EXTERNAL KEY INTERRUPT MODE REGISTER (IMODK)

The mode register for external key interrupts at the K0–K3 pins, IMODK, is addressable only by 4-bit write instructions. RESET clears all IMODK bits to logic zero.

FB6H	"0"	IMODK.2	IMODK.1	IMODK.0

Rising or falling edge can be detected by bit IMODK.2 settings. If a rising or falling edge is detected at any one of the selected K pin by the IMODK register, the IRQK flag is set to logic one and a release signal for power-down mode is generated.

Table 7-6. IMODK Register Bit Settings

IMODK	0	IMODK.2	IMODK.1	IMODK.0	Effect of IMODK Settings
		0, 1	0	0	Disable key interrupt
			0	1	Enable edge detection at the K0–K1 pins
			1	0	Enable edge detection at the K0–K2 pins
			1	1	Enable edge detection at the K0–K3 pins

IMODK.2		
	0	Falling edge detection
	1	Rising edge detection

NOTES:
1. To generate a key interrupt, the selected pins must be configured to input mode. If any one pin of the selected pins is configured to output mode, only falling edge can be detected.
2. To generate a key interrupt, first, configure pull-up resistors or external pull-down resistors. And then, select edge detection and pins by setting IMODK register.

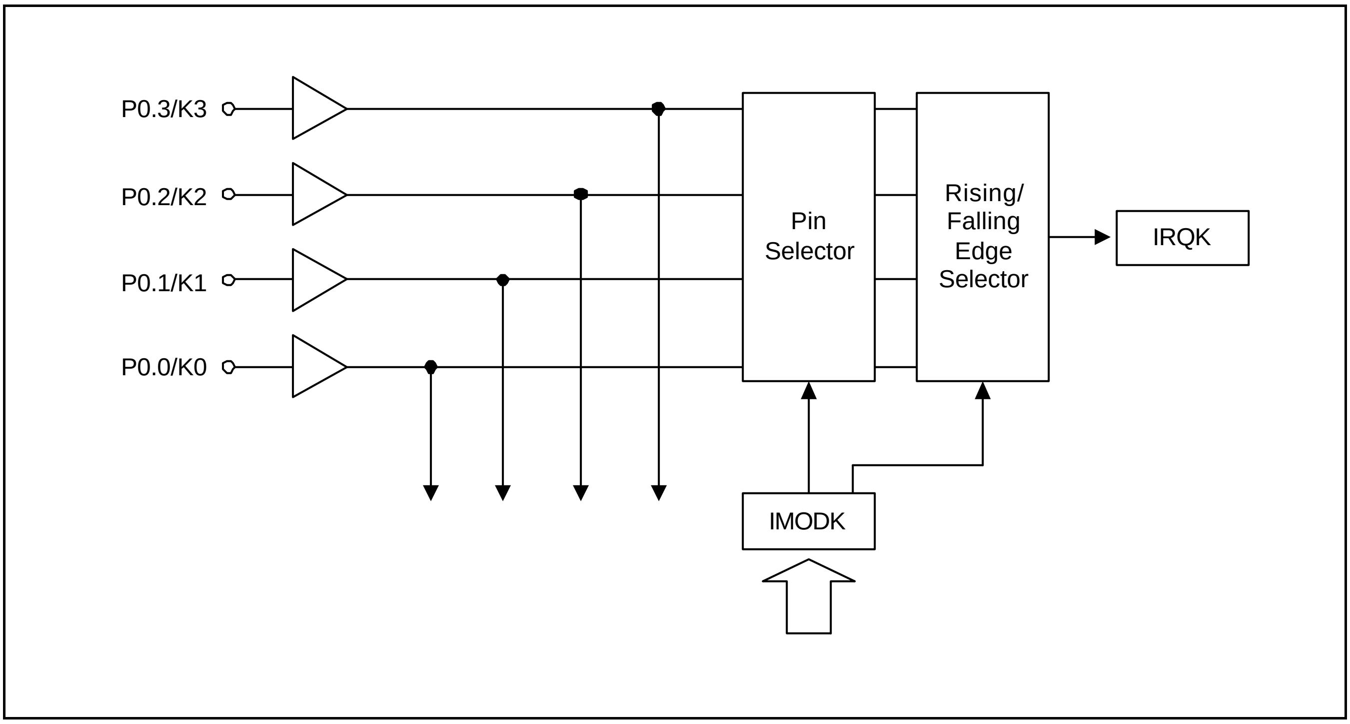


Figure 7-6. Circuit Diagram for INTK

☞ PROGRAMMING TIP — Using INTK as a Key Input Interrupt

When the key interrupt is used, the selected key interrupt source pin must be set to input:

1. When K0–K3 are selected (four pins):

```
BITS    EMB
SMB     15
LD      EA,#00H
LD      PMG1,EA         ;  P0, P4 ← input mode
LD      EA,#01H
LD      PUMOD1,EA       ;  Enable P0 pull-up resistors
LD      A,#3H
LD      IMODK,A         ;  (IMODK) ← #3H, K0–K3 falling edge select
```

INTERRUPT FLAGS

There are three types of interrupt flags: interrupt request and interrupt enable flags that correspond to each interrupt, the interrupt master enable flag, which enables or disables all interrupt processing.

Interrupt Master Enable Flag (IME)

The interrupt master enable flag, IME, enables or disables all interrupt processing. Therefore, even when an IRQx flag is set and its corresponding IEx flag is enabled, the interrupt service routine is not executed until the IME flag is set to logic one.

The IME flag is located in the IPR register (IPR.3). It can be directly be manipulated by EI and DI instructions, regardless of the current value of the enable memory bank flag (EMB).

IME	IPR.2	IPR.1	IPR.0	Effect of Bit Settings
0				Inhibit all interrupts
1				Enable all interrupts

Interrupt Enable Flags (IEx)

IEx flags, when set to logical one, enable specific interrupt requests to be serviced. When the interrupt request flag is set to logical one, an interrupt will not be serviced until its corresponding IEx flag is also enabled.

Interrupt enable flags can be read, written, or tested directly by 1-bit instructions. IEx flags can be addressed directly at their specific RAM addresses, despite the current value of the enable memory bank (EMB) flag.

Table 7-7. Interrupt Enable and Interrupt Request Flag Addresses

Address	Bit 3	Bit 2	Bit 1	Bit 0
FB8H	IE4	IRQ4	IEB	IRQB
FBAH	"0"	"0"	IEW	IRQW
FBBH	"0"	"0"	IEK	IRQK
FBCH	"0"	"0"	IET0	IRQT0
FBDH	"0"	"0"	IES	IRQS
FBEH	IE1	IRQ1	IE0	IRQ0
FBFH	"0"	"0"	IE2	IRQ2

NOTES:
1. IEx refers generically to all interrupt enable flags.
2. IRQx refers generically to all interrupt request flags.
3. IEx = 0 is interrupt disable mode.
4. IEx = 1 is interrupt enable mode.

Interrupt Request Flags (IRQx)

Interrupt request flags are read/write addressable by 1-bit or 4-bit instructions. IRQx flags can be addressed directly at their specific RAM addresses, regardless of the current value of the enable memory bank (EMB) flag.

When a specific IRQx flag is set to logic one, the corresponding interrupt request is generated. The flag is then automatically cleared to logic zero when the interrupt has been serviced. Exceptions are the watch timer interrupt request flags, IRQW, and the external interrupt 2 flag IRQ2, which must be cleared by software after the interrupt service routine has executed. IRQx flags are also used to execute interrupt requests from software. In summary, follow these guidelines for using IRQx flags:

1. IRQx is set to request an interrupt when an interrupt meets the set condition for interrupt generation.
2. IRQx is set to "1" by hardware and then cleared by hardware when the interrupt has been serviced (with the exception of IRQW and IRQ2).
3. When IRQx is set to "1" by software, an interrupt is generated.

When two interrupts share the same service routine start address, interrupt processing may occur in one of two ways:

— When only one interrupt is enabled, the IRQx flag is cleared automatically when the interrupt has been serviced.

— When two interrupts are enabled, the request flag is not automatically cleared so that the user has an opportunity to locate the source of the interrupt request. In this case, the IRQx setting must be cleared manually using a BTSTZ instruction.

Table 7-8. Interrupt Request Flag Conditions and Priorities

Interrupt Source	Internal / External	Pre-condition for IRQx Flag Setting	Interrupt Priority	IRQ Flag Name
INTB	I	Reference time interval signal from basic timer	1	IRQB
INT4	E	Both rising and falling edges detected at INT4	1	IRQ4
INT0	E	Rising or falling edge detected at INT0 pin	2	IRQ0
INT1	E	Rising or falling edge detected at INT1 pin	3	IRQ1
INTS	I	Completion signal for serial transmit-and-receive or receive-only operation	4	IRQS
INTT0	I	Signals for TCNT0 and TREF0 registers match	5	IRQT0
INTK	E	When a rising or falling edge detected at any one of the K0–K3 pins	6	IRQK
INT2 (note)	E	Rising or falling edge detected at INT2	–	IRQ2
INTW	I	Time interval of 0.5 secs or 3.19 msecs	–	IRQW

NOTE: The quasi-interrupt INT2 is only used for testing incoming signals.

☞ PROGRAMMING TIP — Enabling the INTB and INT4 Interrupts

To simultaneously enable INTB and INT4 interrupts:

```
INTB    DI
        BTSTZ   IRQB            ;  IRQB  =  1 ?
        JR      INT4            ;  If no, INT4 interrupt; if yes, INTB interrupt is processed
        •
        •
        •
        EI
        IRET
;
INT4    BITR    IRQ4            ;  INT4 is processed
        •
        •
        •
        EI
        IRET
```

8 POWER-DOWN

OVERVIEW

The S3C72K8 microcontroller has two power-down modes to reduce power consumption: idle and stop. Idle mode is initiated by the IDLE instruction and stop mode by the instruction STOP. (Several NOP instructions must always follow an IDLE or STOP instruction in a program.) In idle mode, the CPU clock stops while peripherals and the oscillation source continue to operate normally.

When RESET occurs during normal operation or during a power-down mode, a reset operation is initiated and the CPU enters idle mode. When the standard oscillation stabilization time interval (31.3 ms at 4.19 MHz) has elapsed, normal CPU operation resumes.

In stop mode, main system clock oscillation is halted (assuming it is currently operating), and peripheral hardware components are powered-down. The effect of stop mode on specific peripheral hardware components — CPU, basic timer, serial I/O, timer/ counters 0, watch timer, and LCD controller — and on external interrupt requests, is detailed in Table 8-1.

NOTE

Do not use stop mode if you are using an external clock source because X_{IN} input must be restricted internally to V_{SS} to reduce current leakage.

Idle or stop modes are terminated either by a RESET, or by an interrupt which is enabled by the corresponding interrupt enable flag, IEx. When power-down mode is terminated by RESET, a normal reset operation is executed. Assuming that both the interrupt enable flag and the interrupt request flag are set to "1", power-down mode is released immediately upon entering power-down mode.

When an interrupt is used to release power-down mode, the operation differs depending on the value of the interrupt master enable flag (IME):

— If the IME flag = "0", program execution starts immediately after the instruction which issues the request to enter power-down mode is executed. The interrupt request flag remains set to logical one.

— If the IME flag = "1", two instructions are executed after the power-down mode release and the vectored interrupt is then initiated. However, when the release signal is caused by INT2 or INTW, the operation is identical to the IME = "0" condition. Assuming that both interrupt enable flag and interrupt request flag are set to "1", the release signal is generated when power-down mode is entered.

Table 8-1. Hardware Operation During Power-Down Modes

Operation	Stop Mode (STOP)	Idle Mode (IDLE)
System clock status	Can be changed only if the main system clock is used	Can be changed if the main system clock or subsystem clock is used
Clock oscillator	Main system clock oscillation stops	CPU clock oscillation stops (main and subsystem clock oscillation continues)
Basic timer	Basic timer stops	Basic timer operates (with IRQB set at each reference interval)
Serial I/O interface	Operates only if external SCK input is selected as the serial I/O clock	Operates if a clock other than the CPU clock is selected as the serial I/O clock
Timer/counter 0	Operates only if TCL0 is selected as the counter clock	Timer/counter 0 operates
Watch timer	Operates only if subsystem clock (fxt) is selected as the counter clock	Watch timer operates
LCD controller	Operates only if a subsystem clock is selected as LCDCK	LCD controller operates
External interrupts	INT1, INT2, INT4, and INTK are acknowledged; INT0 is not serviced	INT0, INT1, INT2, INT4, and INTK are acknowledged (note)
CPU	All CPU operations are disabled	All CPU operations are disabled
Mode release signal	Interrupt request signals (except INT0) are enabled by an interrupt enable flag or by RESET input	Interrupt request signals are enabled by an interrupt enable flag or by RESET input (note)

NOTE: INT0 can be operated in idle mode only when fxx/64 is selected as a sampling clock.

Table 8-2. System Operating Mode Comparison

Mode	Condition	STOP/IDLE Mode Start Method	Current Consumption
Main operating mode	Main oscillator runs Sub oscillator runs System clock is the main oscillation clock	–	A
Main Idle mode	Main oscillator runs Sub oscillator runs System clock is the main oscillation clock	IDLE instruction	B
Main Stop mode	Main oscillator runs Sub oscillator runs System clock is the main oscillation clock	STOP instruction	D
Sub operating mode	Main oscillator is stopped by SCMOD.3. Sub oscillator runs System clock is the sub oscillation clock	–	C
Sub Idle mode	Main oscillator is stopped by SCMOD.3. Sub oscillator runs System clock is the sub oscillation clock	IDLE instruction	D

NOTE: The current consumption is: A > B > C > D

IDLE MODE TIMING DIAGRAMS

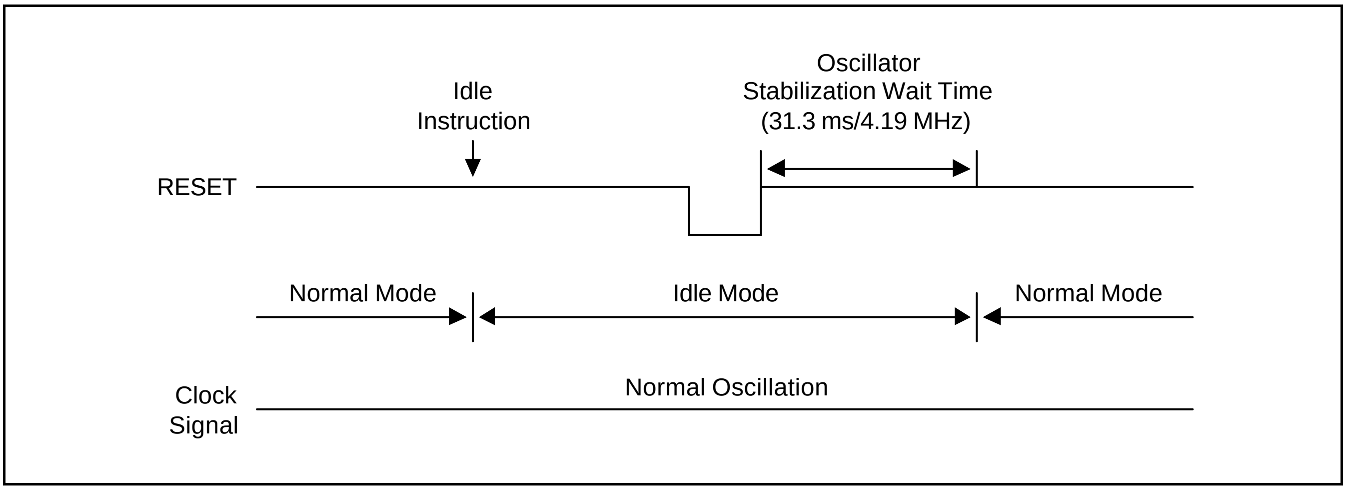


Figure 8-1. Timing When Idle Mode is Released by RESET

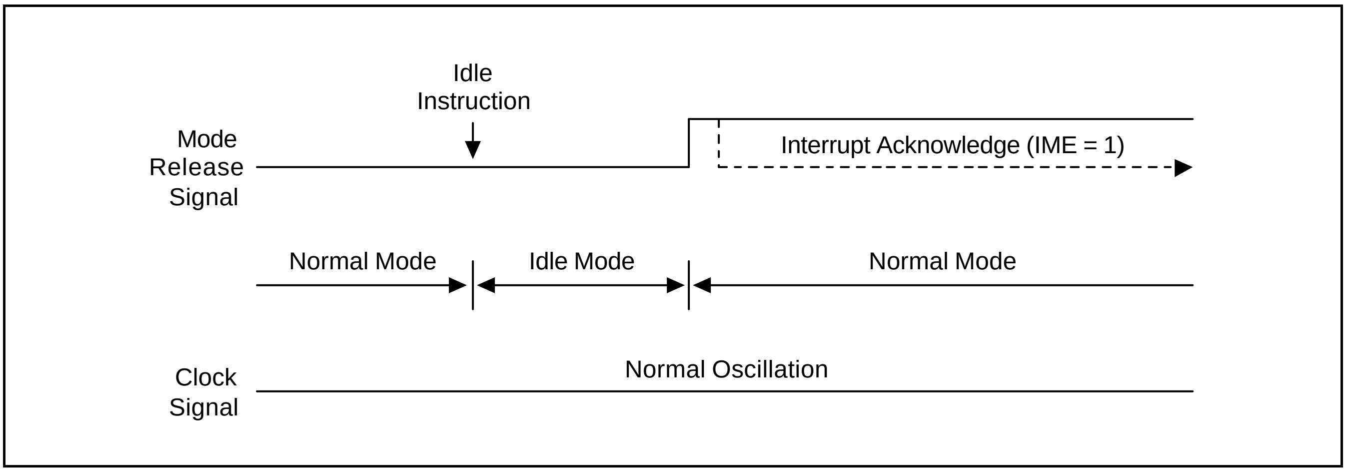


Figure 8-2. Timing When Idle Mode is Released by an Interrupt

STOP MODE TIMING DIAGRAMS

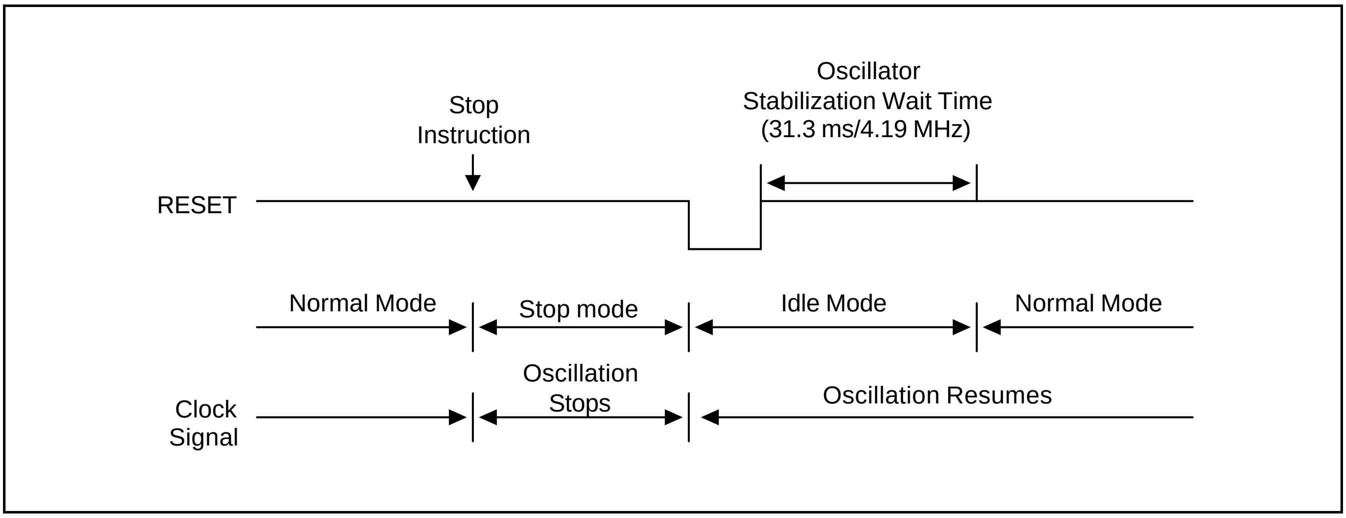


Figure 8-3. Timing When Stop Mode is Released by RESET

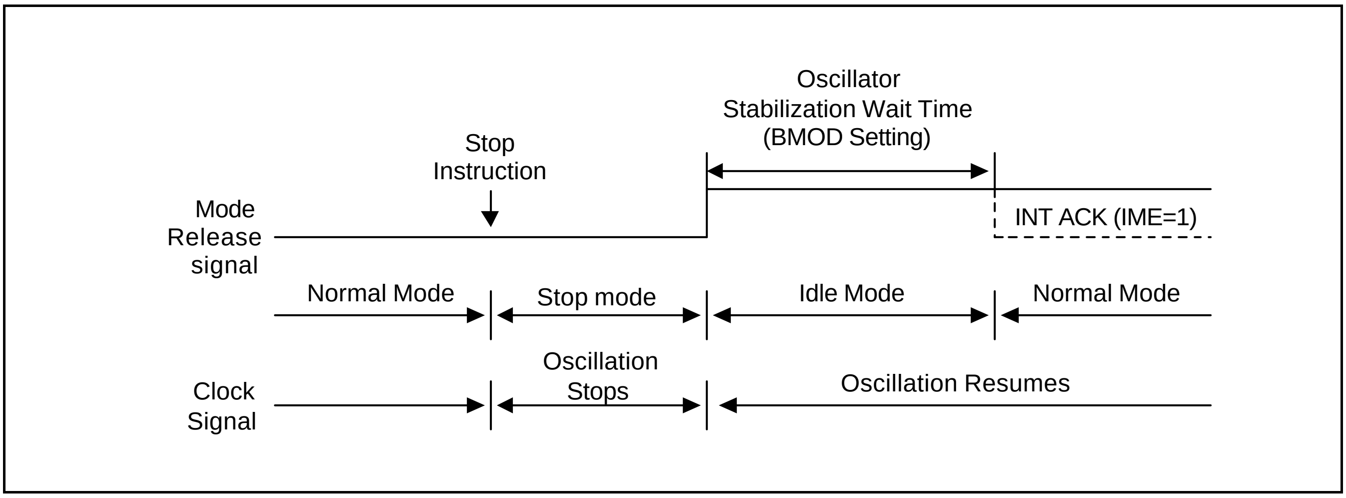


Figure 8-4. Timing When Stop Mode is Release by an Interrupt

☞ PROGRAMMING TIP — Reducing Power Consumption for Key Input Interrupt Processing

The following code shows real-time clock and interrupt processing for key inputs to reduce power consumption. In this example, the system clock source is switched from the main system clock to a subsystem clock and the LCD display is turned on:

```
KEYCLK  DI
        CALL    MA2SUB          ; Main system clock → subsystem clock switch subroutine
        SMB     15
        LD      EA,#00H
        LD      P2,EA           ; All key strobe outputs to low level
        LD      A,#3H
        LD      IMODK,A         ; Select K0–K3 enable
        SMB     0
        BITR    IRQW
        BITR    IRQK
        BITS    IEW
        BITS    IEK
CLKS1   CALL    WATDIS          ; Execute clock and display changing subroutine
        BTSTZ   IRQK
        JR      CIDLE
        CALL    SUB2MA          ; Subsystem clock → main system clock switch subroutine
        EI
        RET
CIDLE   IDLE                    ; Engage idle mode
        NOP
        NOP
        NOP
        JPS     CLKS1
```

RECOMMENDED CONNECTIONS FOR UNUSED PINS

To reduce overall power consumption, please configure unused pins according to the guidelines described in Table 8-3.

Table 8-3. Unused Pin Connections for Reduced Power Consumption

Pin/Share Pin Names	Recommended Connection
P0.0/SCK/K0 P0.1/SO/K1 P0.2/SI/K2 P0.3/BUZ/K3	Input mode: Connect to V_{DD} Output mode: No connection
P1.0/CIN0/INT0 P1.1/CIN1/INT1 P1.2/INT2 P1.3/INT4	Connect to V_{DD} (1)
P2.0–P2.3	Input mode: Connect to V_{DD} Output mode: No connection
P3.0–P3.1 P3.2/LCDSY P3.0/LCDCK P4.0/CLO P4.1/TCL0 P4.2/TCLO0	Input mode: Connect to V_{DD} Output mode: No connection
P5.0/SEG32–P5.7/SEG39	No connection (2)
SEG0–SEG29 SEG30–SEG31 COM0–COM7	No connection
V_{LC1}–V_{LC5}	No connection
XT_{IN}	Connect XT_{IN} to V_{SS} or V_{DD}
XT_{OUT}	No connection
TEST	Connect to V_{SS}

NOTES:
1. Digital mode at P1.0–P1.1.
2. Used as segment.

9 RESET

OVERVIEW

When a RESET signal is input during normal operation or power-down mode, a hardware reset operation is initiated and the CPU enters idle mode. Then, when the standard oscillation stabilization interval of 31.3 ms at 4.19 MHz has elapsed, normal system operation resumes.

Regardless of when the RESET occurs — during normal operating mode or during a power-down mode — most hardware register values are set to the reset values described in Table 9-1 below. The current status of several register values is, however, always retained when a RESET occurs during idle or stop mode; If a RESET occurs during normal operating mode, their values are undefined. Current values that are retained in this case are as follows:

— Carry flag

— Data memory values

— General-purpose registers E, A, L, H, X, W, Z, and Y

— Serial I/O buffer register (SBUF)

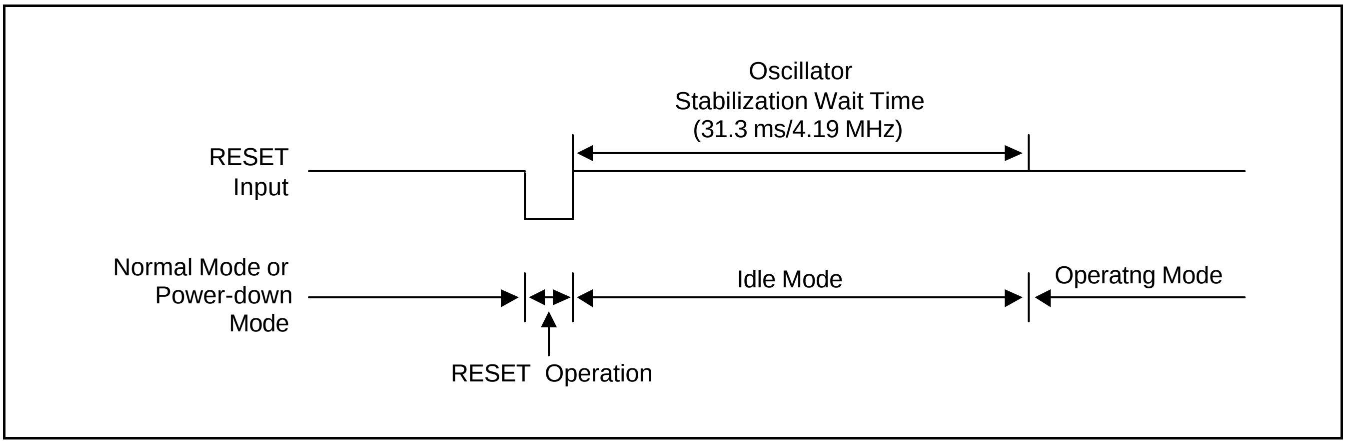


Figure 9-1. Timing for Oscillation Stabilization After RESET

HARDWARE REGISTER VALUES AFTER RESET

Table 9-1 gives you detailed information about hardware register values after a RESET occurs during power-down mode or during normal operation.

Table 9-1. Hardware Register Values After RESET

Hardware Component or Sub component	If RESET Occurs During Power-Down Mode	If RESET Occurs During Normal Operation
Program counter (PC)	Lower six bits of address 0000H are transferred to PC11–8, and the contents of 0001H to PC7–0.	Lower six bits of address 0000H are transferred to PC11–8, and the contents of 0001H to PC7–0.
Bank selection registers (SMB, SRB)	0, 0	0, 0
BSC register (BSC0–BSC3)	0	0
Program Status Word (PSW):		
Carry flag (C)	Retained	Undefined
Skip flag (SC0–SC2)	0	0
Interrupt status flags (IS0, IS1)	0	0
Bank enable flags (EMB, ERB)	Bit 6 of address 0000H in program memory is transferred to the ERB flag, and bit 7 of the address to the EMB flag.	Bit 6 of address 0000H in program memory is transferred to the ERB flag, and bit 7 of the address to the EMB flag.
Stack pointer (SP)	Undefined	Undefined
Data Memory (RAM):		
General registers E, A, L, H, X, W, Z, Y	Values retained	Undefined
General purpose registers	Values retained	Undefined
Clocks:		
Power control register (PCON)	0	0
Clock output mode register (CLMOD)	0	0
System clock mode register (SCMOD)	0	0
Interrupts:		
Interrupt request flags (IRQx)	0	0
Interrupt enable flags (IEx)	0	0
Interrupt priority flag (IPR)	0	0
Interrupt master enable flag (IME)	0	0
INT0 mode register (IMOD0)	0	0
INT1 mode register (IMOD1)	0	0
INT2 mode register (IMOD2)	0	0
INTK mode register (IMODK)	0	0

Table 9-1. Hardware Register Values After RESET (Continued)

Hardware Component or Sub component	If RESET Occurs During Power-Down Mode	If RESET Occurs During Normal Operation
I/O Ports:		
Output buffers	Off	Off
Output latches	0	0
Port mode flags (PM)	0	0
Pull-up resistor mode reg (PUMOD1/2)	0	0
Basic Timer:		
Count register (BCNT)	Undefined	Undefined
Mode register (BMOD)	0	0
Watchdog Mode register (WDMOD)	A5H	A5H
Watchdog counter clear flag (WDTCF)	0	0
Timer/Counters 0:		
Count registers (TCNT0)	0	0
Reference registers (TREF0)	FFH	FFH
Mode registers (TMOD0)	0	0
Output enable flags (TOE0)	0	0
Watch Timer:		
Watch timer mode register (WMOD)	0	0
LCD Driver/Controller:		
LCD mode register (LMOD)	0	0
LCD control register (LCON)	0	0
Display data memory	Values retained	Undefined
Output buffers	Off	Off
Serial I/O Interface:		
SIO mode register (SMOD)	0	0
SIO interface buffer (SBUF)	Values retained	Undefined
N-Channel Open-Drain Mode Register		
PNE1/2/3	0	0
Comparator		
Comparator mode register (CMOD)	0	0
Comparison result register	Undefined	Undefined

NOTES

10 I/O PORTS

OVERVIEW

The S3C72K8 has 6 ports. There are total of 4 input pins, 8 output pins (sharing with segment driver output) and 15 configurable I/O pins, for a maximum number of 27 pins.

Pin addresses for all ports are mapped to bank 15 of the RAM. The contents of I/O port pin latches can be read, written, or tested at the corresponding address using bit manipulation instructions.

Port Mode Flags

Port mode flags (PM) are used to configure I/O ports to input or output mode by setting or clearing the corresponding I/O buffer.

Port 1 Mode Register (P1MOD)

Port 1 (P1.0–P1.1) can be used for either digital or analog input. P1MOD register settings determine the input mode (digital or analog) for specific port 1 pins.

Pull-up Resistor Mode Register (PUMOD)

The pull-up mode registers (PUMOD1, 2) are used to assign internal pull-up resistors by software to specific ports. When a configurable I/O port pin is used as an output pin, its assigned pull-up resistor is automatically disabled, even though the pin's pull-up is enabled by a corresponding PUMOD bit setting.

N-Channel Open-Drain Mode Register (PNE)

The n-channel open-drain mode register (PNE) is used to configure outputs as n-channel, open-drain outputs or as push-pull outputs.

Table 10-1. I/O Port Overview

Port	I/O	Pins	Pin Names	Address	Function Description
0	I/O	4	P0.0–P0.3	FF0H	4-bit I/O port. 1-bit and 4-bit read/write and test is possible. Individual pins are software configurable as input or output. Individual pins are software configurable as open-drain or push-pull output. 4-bit pull-up resistors are software assignable; pull-up resistors are automatically disabled for output pins.
1	I	4	P1.0–P1.3	FF1H	4-bit input port. 1-bit and 4-bit read and test is possible. The 1-bit unit pull-up resistors are assigned to input pins by software. An interrupt is generated by digital input at P1.0, P1.1.
2	I/O	4	P2.0–P2.3	FF2H	Same as port 0 except that 8-bit read/write and test possible.
3	I/O	4	P3.0–P3.3	FF3H	
4	I/O	3	P4.0–P4.2	FF4H	Same as port 0 except that port 4 is 3-bit I/O port and configurabled as analog input pin.
5	I/O	8	P5.0–P5.7	1FxH.0 (note)	Output port for 1-bit data

NOTE: "x" means an even-numbered value from "0H" to "FH".

Table 10-2. Port Pin Status During Instruction Execution

Instruction Type	Example	Input Mode Status	Output Mode Status
1-bit test 1-bit input 4-bit input 8-bit input	BTST P0.1 LDB C,P1.3 LD A,P0 LD EA,P4	Input or test data at each pin	Input or test data at output latch
1-bit output	BITR P2.3	Output latch contents undefined	Output pin status is modified
4-bit output 8-bit output	LD P2,A LD P6,EA	Transfer accumulator data to the output latch	Transfer accumulator data to the output pin

PORT MODE FLAGS (PM FLAGS)

Port mode flags (PM) are used to configure I/O ports to input or output mode by setting or clearing the corresponding I/O buffer.

For convenient program reference, PM flags are organized into six groups — PMG1 and PMG2 as shown in Table 10-3. They are addressable by 8-bit write instructions only.

When a PM flag is "0", the port is set to input mode; when it is "1", the port is enabled for output. RESET clears all port mode flags to logical zero, automatically configuring the corresponding I/O ports to input mode.

Table 10-3. Port Mode Group Flags

PM Group ID	Address	Bit 3	Bit 2	Bit 1	Bit 0
PMG1	FE6H	PM0.3	PM0.2	PM0.1	PM0.0
	FE7H	"0"	PM4.2	PM4.1	PM4.0
PMG2	FE8H	PM2.3	PM2.2	PM2.1	PM2.0
	FE9H	PM3.3	PM3.2	PM3.1	PM3.0

NOTE: If bit = "0", the corresponding I/O pin is set to input mode. If bit = "1", the pin is set to output mode: PM0.0 for P0.0, PM0.1 for P0.1, etc,. All flags are cleared to "0" following RESET.

☞ PROGRAMMING TIP — Configuring I/O Ports to Input or Output

Configure ports 0 and 2 as an output port:

```
BITS    EMB
SMB     15
LD      EA,#7FH
LD      PMG1,EA         ;  P0 and P4 ← Output
```

PORT 1 MODE REGISTER (P1MOD)

P1MOD register settings determine if port 1 is used for digital input or for analog input. The P1MOD register is a 4-bit write only register. P1MOD is mapped to address FE2H. A reset operation initializes all P1MOD values to logic zero, configuring port 1 as a analog input port.

When a P1MOD bit is "0", the corresponding pin is configured as a analog input pin. When set to "1", it is configured as an digital input pin: P1MOD.0 corresponds to P1.0, and P1MOD.1 to P1.1.

FE2H	"0"	"0"	P1MOD.1	P1MOD.0	P1MOD

NOTE

INT0 and INT1 can occur only when the port is configured to digital input. If you change the input mode from digital to analog using P1MOD settings, IRQ0 and IRQ1 will be set. When use analog input, you must clear the corresponding interrupt enable flag (IEx). That is, clear IE0 when P1.0 is an analog input and clear IE1 when P1.1 is an analog input.

PULL-UP RESISTOR MODE REGISTER (PUMOD)

The pull-up resistor mode registers (PUMOD1 and PUMOD2) are used to assign internal pull-up resistors by software to specific ports. When a configurable I/O port pin is used as an output pin, its assigned pull-up resistor is automatically disabled, even though the pin's pull-up is enabled by a corresponding PUMOD bit setting.

PUMOD1 is addressable by 8-bit write instructions only, and PUMOD2 by 4-bit write instruction only. RESET clears PUMOD register values to logic zero, automatically disconnecting all software-assignable port pull-up resistors.

Table 10-4. Pull-Up Resistor Mode Register (PUMOD) Organization

PUMOD ID	Address	Bit 3	Bit 2	Bit 1	Bit 0
PUMOD1	FDCH	PUR3	PUR2	"0"	PUR0
	FDDH	0	0	0	PUR4
PUMOD2	FDEH	PUR1.3	PUR1.2	PUR1.1	PUR1.0

NOTE: When bit = "1", a pull-up resistor is assigned to the corresponding I/O port: PUR3 for port 3, PUR2 for port 2, and so on.

☞ PROGRAMMING TIP — Enabling and Disabling I/O Port Pull-Up Resistors

P6 and P7 enable pull-up resistors.

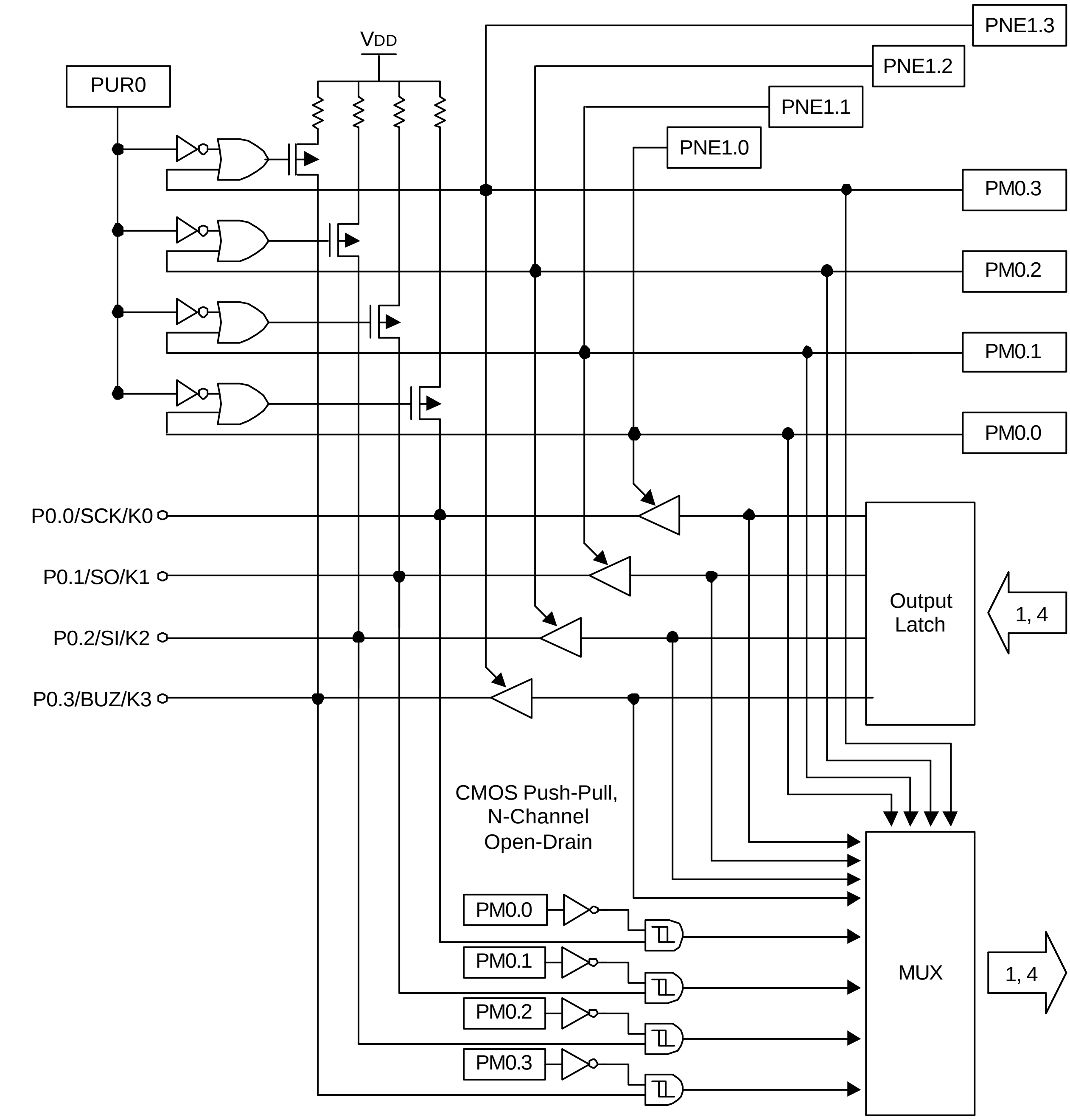
```
BITS    EMB
SMB     15
LD      EA,#0CH
LD      PUMOD1,EA         ;  P2 and P3 enable
```

N-CHANNEL OPEN-DRAIN MODE REGISTER (PNE)

The n-channel open-drain mode register (PNE) is used to configure ports 0, 2, 3 and 4 to n-channel, open-drain or as push-pull outputs. When a bit in the PNE register is set to "1", the corresponding output pin is configured to n-channel, open-drain; when set to "0", the output pin is configured to push-pull. The all PNE registers consist of an 8-bit register and a 4-bit register; PNE1 and PNE3 can be addressed by 4-bit write instruction only and PNE2 by 8-bit write instructions only.

Address	Bit 3	Bit 2	Bit 1	Bit 0	Register
FA6H	P0.3	P0.2	P0.1	P0.0	PNE1
FA8H	P2.3	P2.2	P2.1	P2.0	PNE2
FA9H	P3.3	P3.2	P3.1	P3.0	
FAAH	"0"	P4.2	P4.1	P4.0	PNE3

PORT 0 CIRCUIT DIAGRAM



NOTE: When a port pin serves as an output, its pull-up resistor is automatically disabled, even though the port's pull-up resistor is enabled by bit settings in the pull-up resistor mode register (PUMOD).

Figure 10-1. Port 0 Circuit Diagram

PORT 1 CIRCUIT DIAGRAM

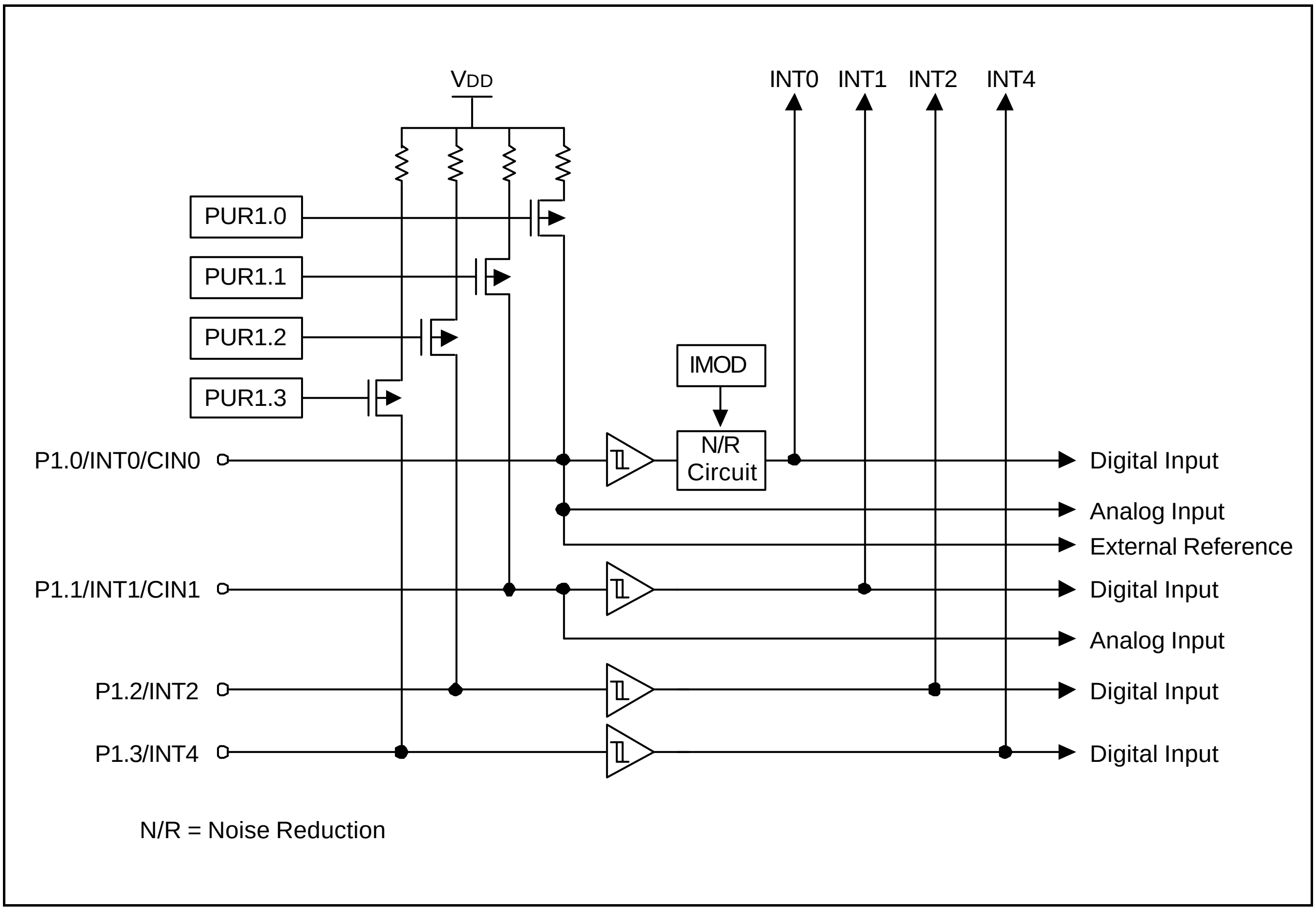
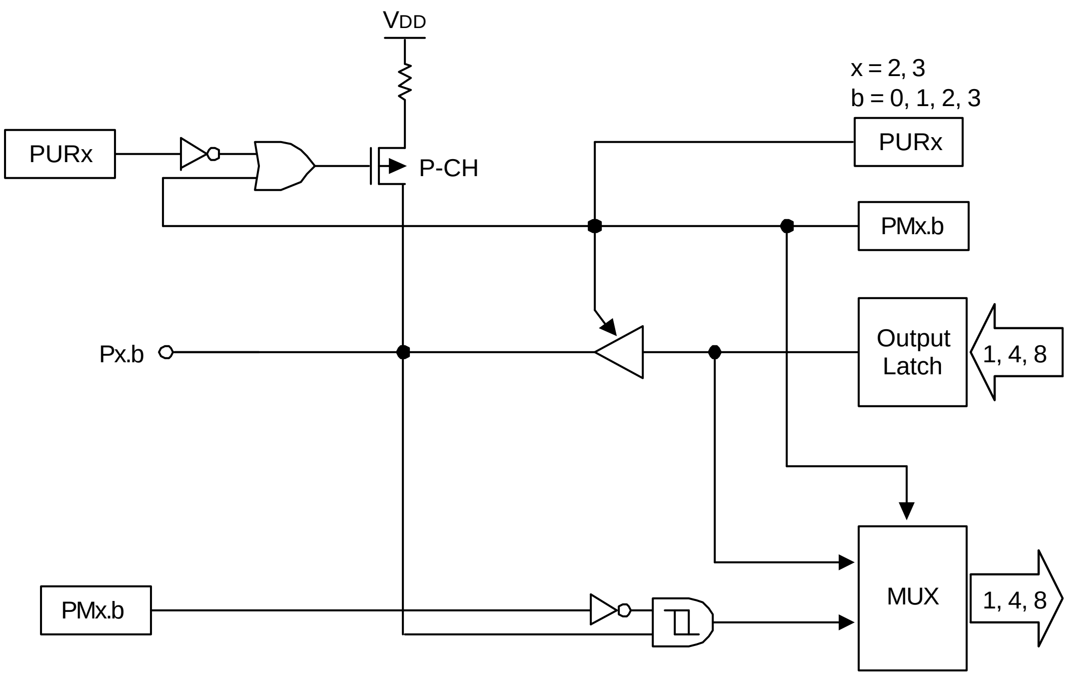


Figure 10-2. Port 1 Circuit Diagram

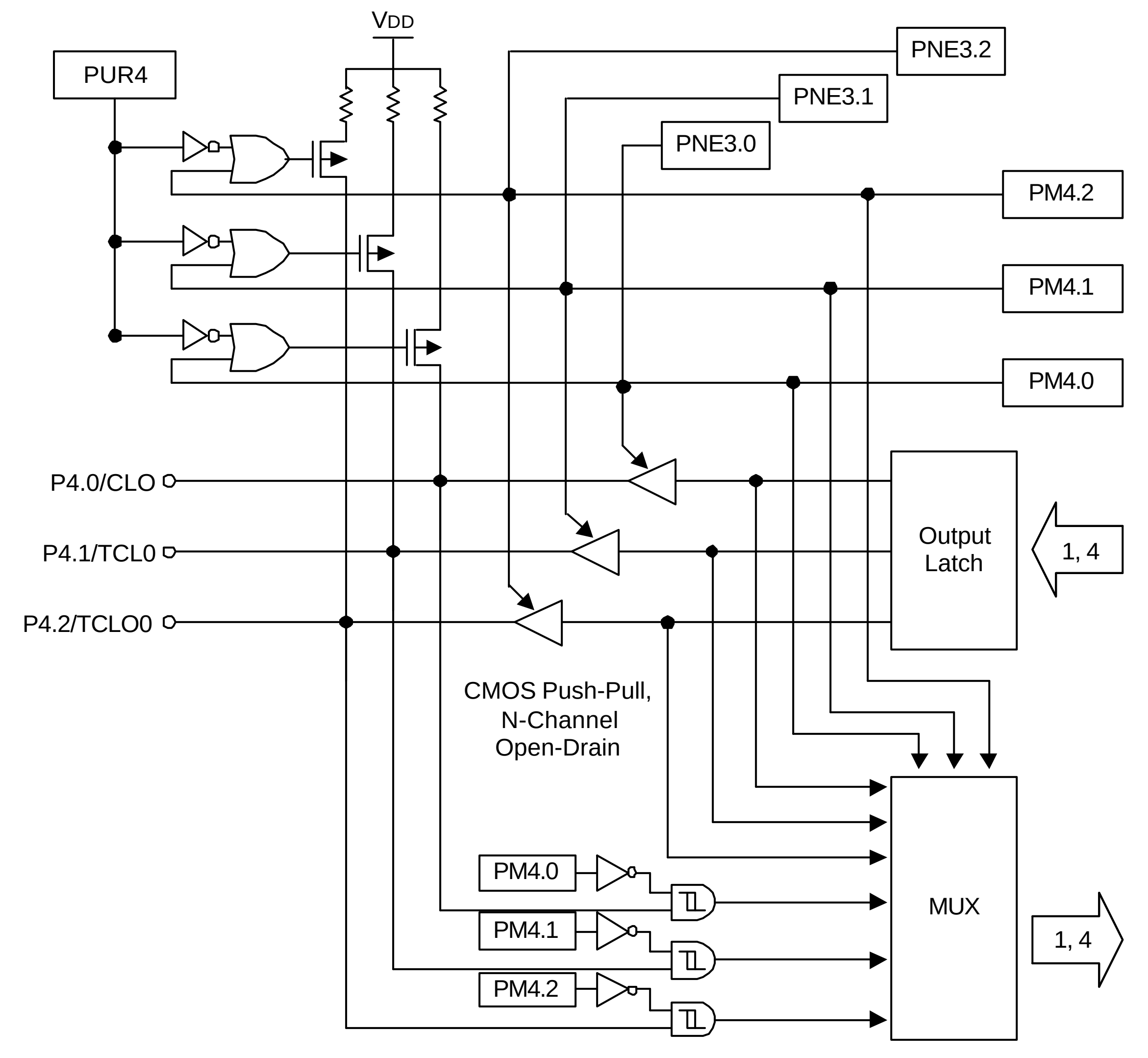
PORT 2 AND 3 CIRCUIT DIAGRAM



NOTE: When a port pin serves as an output, its pull-up resistor is automatically disable, even though the port's pull-up resistor is enable by bit settings to the pull-up resistor mode register (PUMOD).

Figure 10-3. Port 2 and 3 Circuit Diagram

PORT 4 CIRCUIT DIAGRAM



NOTE: When a port pin serves as an output, its pull-up resistor is automatically disabled, even though the port's pull-up resistor is enabled by bit settings to the pull-up resistor mode register (PUMOD).

Figure 10-4. Port 4 Circuit Diagram

11 TIMERS and TIMER/COUNTERS

OVERVIEW

The S3C72K8 microcontroller has four timer and timer/counter modules:

— 8-bit basic timer (BT)

— 8-bit timer/counter (TC0)

— Watch timer (WT)

The 8-bit basic timer (BT) is the microcontroller's main interval timer and watchdog timer. It generates an interrupt request at a fixed time interval when the appropriate modification is made to its mode register. The basic timer is also used to determine clock oscillation stabilization time when stop mode is released by an interrupt and after a RESET.

The 8-bit timer/counter (TC0) is programmable timer/counter that is used primarily for event counting and for clock frequency modification and output. In addition, TC0 generates a clock signal that can be used by the serial I/O interface.

The watch timer (WT) module consists of an 8-bit watch timer mode register, a clock selector, and a frequency divider circuit. Watch timer functions include real-time and watch-time measurement, main and subsystem clock interval timing, buzzer output generation. It also generates a clock signal for the LCD controller.

BASIC TIMER (BT)

OVERVIEW

The 8-bit basic timer (BT) has five functional components:

— Clock selector logic
— 4-bit mode register (BMOD)
— 8-bit counter register (BCNT)
— 8-bit watchdog timer mode register (WDMOD)
— Watchdog timer counter clear flag (WDTCF)

The basic timer generates interrupt requests at precise intervals, based on the frequency of the system clock. You can use the basic timer as a "watchdog" timer for monitoring system events or use BT output to stabilize clock oscillation when stop mode is released by an interrupt and following RESET. Bit settings in the basic timer mode register BMOD turns the BT module on and off, selects the input clock frequency, and controls interrupt or stabilization intervals.

Interval Timer Function

The basic timer's primary function is to measure elapsed time intervals. The standard time interval is equal to 256 basic timer clock pulses.

To restart the basic timer, one bit setting is required: bit 3 of the mode register BMOD should be set to logic one. The input clock frequency and the interrupt and stabilization interval are selected by loading the appropriate bit values to BMOD.2-BMOD.0.

The 8-bit counter register, BCNT, is incremented each time a clock signal is detected that corresponds to the frequency selected by BMOD. BCNT continues incrementing as it counts BT clocks until an overflow occurs (≥ 255). An overflow causes the BT interrupt request flag (IRQB) to be set to logic one to signal that the designated time interval has elapsed. An interrupt request is than generated, BCNT is cleared to logic zero, and counting continues from 00H.

Watchdog Timer Function

The basic timer can also be used as a "watchdog" timer to signal the occurrence of system or program operation error. For this purpose, instruction that clear the watchdog timer (BITS WDTCF) should be executed at proper points in a program within given period. If an instruction that clears the watchdog timer is not executed within the given period and the watchdog timer overflows, reset signal is generated and the system restarts with reset status. An operation of watchdog timer is as follows:

— Write some values (except #5AH) to watchdog timer mode register, WDMOD.
— If WDCNT overflows, system reset is generated.

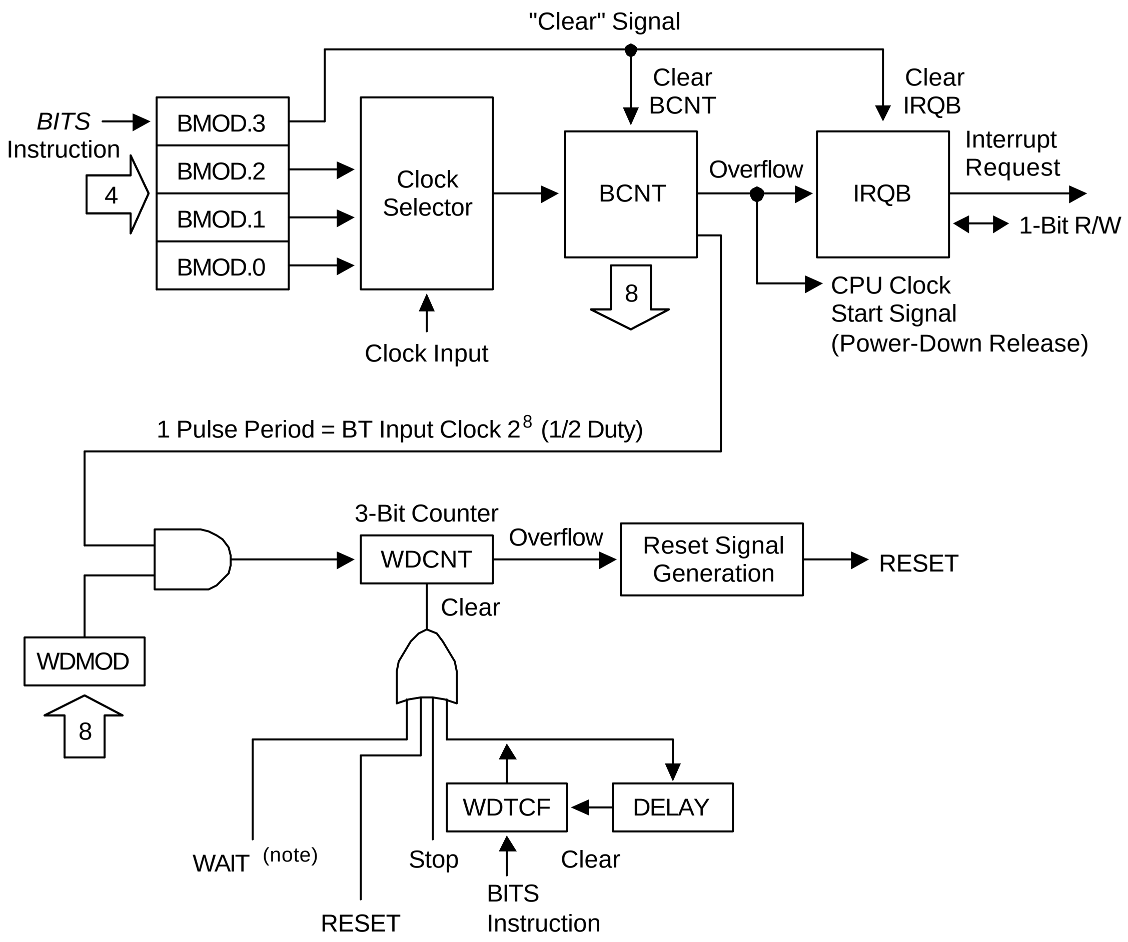
Oscillation Stabilization Interval Control

Bits 2–0 of the BMOD register are used to select the input clock frequency for the basic timer. This setting also determines the time interval (also referred to as 'wait time') required to stabilize clock signal oscillation when stop mode is released by an interrupt. When a RESET signal is inputted, the standard stabilization interval for system clock oscillation following the RESET is 31.3 ms at 4.19 MHz.

Table 11-1. Basic Timer Register Overview

Register Name	Type	Description	Size	RAM Address	Addressing Mode	Reset Value
BMOD	Control	Controls the clock frequency (mode) of the basic timer; also, the oscillation stabilization interval after stop mode release or RESET	4-bit	F85H	4-bit write-only; BMOD.3: 1-bit writeable	"0"
BCNT	Counter	Counts clock pulses matching the BMOD frequency setting	8-bit	F86H-F87H	8-bit read-only	U (note)
WDMOD	Control	Controls watchdog timer operation.	8-bit	F98H-F99H	8-bit write-only	A5H
WDTCF	Control	Clears the watchdog timer's counter.	1-bit	F9AH.3	1-, 4-bit write	"0"

NOTE: 'U' means the value is undetermined after a RESET.



NOTES:

1. WAIT means stabilization time after RESET or stabilization time after STOP mode release.
2. The RESET signal can be generated if the WDMOD is toggled for 8 times where "toggle" means change from 5AH to other value and vice verse.
3. When the watdog timer is enabled or the 3-bit counter of the watchdog timer is cleared to "0", the BCNT value is not cleared but increased continuously. As a result, the 3-bit counter of the watchdog timer (WDCNT) can be increased by 1. For example, when the BMOD value is x000B and the watchdog timer is enabled, the watchdog timer interval time is from $2^3 \times 2^{12} \times 2^8$/fxx to $(2^3 - 1) \times 2^{12} \times 2^8$/fxx.

Figure 11-1. Basic Timer Circuit Diagram

BASIC TIMER MODE REGISTER (BMOD)

The basic timer mode register, BMOD, is a 4-bit write-only register. Bit 3, the basic timer start control bit, is also 1-bit addressable. All BMOD values are set to logic zero following RESET and interrupt request signal generation is set to the longest interval. (BT counter operation cannot be stopped.) BMOD settings have the following effects:

— Restart the basic timer;

— Control the frequency of clock signal input to the basic timer;

— Determine time interval required for clock oscillation to stabilize following the release of stop mode by an interrupt.

By loading different values into the BMOD register, you can dynamically modify the basic timer clock frequency during program execution. Four BT frequencies, ranging from $fxx/2^{12}$ to $fxx/2^{5}$, are selectable. Since BMOD's reset value is logic zero, the default clock frequency setting is $fxx/2^{12}$.

The most significant bit of the BMOD register, BMOD.3, is used to restart the basic timer. When BMOD.3 is set to logic one (ebable) by a 1-bit write instruction, the contents of the BT counter register (BCNT) and the BT interrupt request flag (IRQB) are both cleared to logic zero, and timer operation restarts.

The combination of bit settings in the remaining three registers — BMOD.2, BMOD.1, and BMOD.0 — determine the clock input frequency and oscillation stabilization interval.

Table 11-2. Basic Timer Mode Register (BMOD) Organization

BMOD.3	Basic Timer Start Control Bit
1	Start basic timer; clear IRQB, BCNT, and BMOD.3 to "0"

BMOD.2	BMOD.1	BMOD.0	Basic Timer Input Clock	Interrupt Interval Time (Wait time when STOP mode is released)
0	0	0	$fxx/2^{12}$ (1.02 kHz)	$2^{20}/fxx$ (250 ms)
0	1	1	$fxx/2^{9}$ (8.18 kHz)	$2^{17}/fxx$ (31.3 ms)
1	0	1	$fxx/2^{7}$ (32.7 kHz)	$2^{15}/fxx$ (7.82 ms)
1	1	1	$fxx/2^{5}$ (131 kHz)	$2^{13}/fxx$ (1.95 ms)

NOTES:

1. Clock frequencies and oscillation stabilization assume a system oscillator clock frequency (fxx) of 4.19 MHz.
2. fxx = system clock frequency.
3. Oscillation stabilization time is the time required to stabilize clock signal oscillation after stop mode is released. The data in the table column 'Oscillation Stabilization' can also be interpreted as "Interrupt Interval Time".
4. The standard stabilization time for system clock oscillation following a RESET is 31.3 ms at 4.19 MHz.

BASIC TIMER COUNTER (BCNT)

BCNT is an 8-bit counter for the basic timer. It can be addressed by 8-bit read instructions.

RESET leaves the BCNT counter value undetermined. BCNT is automatically cleared to logic zero whenever the BMOD register control bit (BMOD.3) is set to "1" to restart the basic timer. It is incremented each time a clock pulse of the frequency determined by the current BMOD bit settings is detected.

When BCNT has incrementing to hexadecimal 'FFH' (≥ 255 clock pulses), it is cleared to '00H' and an overflow is generated. The overflow causes the interrupt request flag, IRQB, to be set to logic one. When the interrupt request is generated, BCNT immediately resumes counting incoming clock signals.

NOTE

Always execute a BCNT read operation twice to eliminate the possibility of reading unstable data while the counter is incrementing. If, after two consecutive reads, the BCNT values match, you can select the latter value as valid data. Until the results of the consecutive reads match, however, the read operation must be repeated until the validation condition is met.

BASIC TIMER OPERATION SEQUENCE

The basic timer's sequence of operations may be summarized as follows:

1. Set BMOD.3 to logic one to restart the basic timer
2. BCNT is then incremented by one after each clock pulse corresponding to BMOD selection
3. BCNT overflows if BCNT = 255 (BCNT = FFH)
4. When an overflow occurs, the IRQB flag is set by hardware to logic one
5. The interrupt request is generated
6. BCNT is then cleared by hardware to logic zero
7. Basic timer resumes counting clock pulses

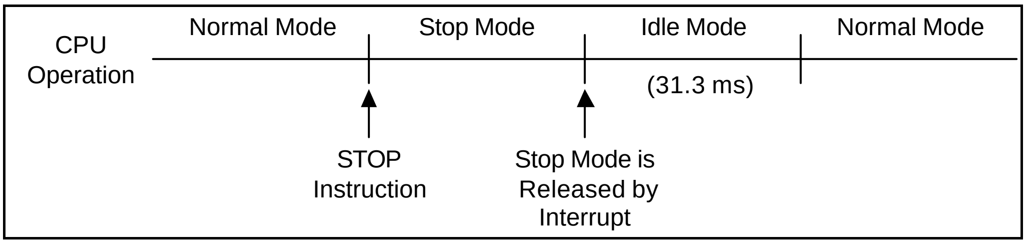
☞ PROGRAMMING TIP — Using the Basic Timer

1. To read the basic timer count register (BCNT):

```
        BITS    EMB
        SMB     15
BCNTR   LD      EA,BCNT
        LD      YZ,EA
        LD      EA,BCNT
        CPSE    EA,YZ
        JR      BCNTR
```

2. When stop mode is released by an interrupt, set the oscillation stabilization interval to 31.3 ms:

```
        BITS    EMB
        SMB     15
        LD      A,#0BH
        LD      BMOD,A                  ;   Wait time is 31.3 ms
        STOP                            ;   Set stop power-down mode
        NOP
        NOP
        NOP
```



3. To set the basic timer interrupt interval time to 1.95 ms (at 4.19 MHz):

```
        BITS    EMB
        SMB     15
        LD      A,#0FH
        LD      BMOD,A
        EI
        BITS    IEB                     ;   Basic timer interrupt enable flag is set to "1"
```

4. Clear BCNT and the IRQB flag and restart the basic timer:

```
        BITS    EMB
        SMB     15
        BITS    BMOD.3
```

WATCHDOG TIMER MODE REGISTER (WDMOD)

The watchdog timer mode register, WDMOD, is a 8-bit write-only register. WDMOD register controls to enable or disable the watchdog function. WDMOD values are set to logic "A5H" following RESET and this value enables the watchdog timer. Watchdog timer is set to the longest interval because BT overflow signal is generated with the longest interval.

WDMOD	Watchdog Timer Enable/Disable Control
5AH	Disable watchdog timer function
Any other value	Enable watchdog timer function

WATCHDOG TIMER COUNTER (WDCNT)

The watchdog timer counter, WDCNT, is a 3-bit counter. WDCNT is automatically cleared to logic zero, and restarts whenever the WDTCF register control bit is set to "1". RESET, stop, and wait signal clears the WDCNT to logic zero also.

WDCNT increments each time a clock pulse of the overflow frequency determined by the current BMOD bit setting is generated. When WDCNT has incremented to hexadecimal '07H', it is cleared to ‘00H’ and an overflow is generated. The overflow causes the system RESET. When the interrupt request is generated, BCNT immediately resumes counting incoming clock signals.

WATCHDOG TIMER COUNTER CLEAR FLAG (WDTCF)

The watchdog timer counter clear flag, WDTCF, is a 1-bit write instruction. When WDTCF is set to one, it clears the WDCNT to zero and restarts the WDCNT. WDTCF register bits 2-0 are always logic zero.

Table 11-3. Watchdog Timer Interval Time

BMOD	BT Input Clock	WDT Interval Time [3]	
x000b	$fxx/2^{12}$	$2^3 \times 2^{12} \times 2^8/fxx - (2^3-1) \times 2^{12} \times 2^8/fxx$	1.75–2.0 sec
x011b	$fxx/2^9$	$2^3 \times 2^9 \times 2^8/fxx - (2^3-1) \times 2^9 \times 2^8/fxx$	218.7–250 ms
x101b	$fxx/2^7$	$2^3 \times 2^7 \times 2^8/fxx - (2^3-1) \times 2^7 \times 2^8/fxx$	54.6–62.5ms
x111b	$fxx/2^5$	$2^3 \times 2^5 \times 2^8/fxx - (2^3-1) \times 2^5 \times 2^8/fxx$	13.6–15.6 ms

NOTES:
1. Clock frequencies assume a system oscillator clock frequency (fx) of 4.19 MHz
2. fxx = system clock frequency.
3. When the watchdog timer is enabled or the 3-bit counter of the watchdog timer is cleared to "0", the BCNT value is not cleared but increased continuously. As a result, the 3-bit counter of the watchdog timer (WDCNT) can be increased by 1. For example, when the BMOD value is x000b and the watchdog timer is enabled, the watchdog timer interval time is from $2^3 \times 2^{12} \times 2^8/fxx$ to $(2^3-1) \times 2^{12} \times 2^8/fxx$.

☞ PROGRAMMING TIP — Using the Watchdog Timer

```
RESET   DI
        LD      EA,#00H
        LD      SP,EA
        •
        •
        •
        LD      A,#0DH          ;  WDCNT input clock is 7.82 ms
        LD      BMOD,A
        •
        •
        •
MAIN    BITS    WDTCF           ;  Main routine operation period must be shorter than
                                ;  watchdog-timer's period
        •
        •
        •
        JP      MAIN
```

8-BIT TIMER/COUNTER 0 (TC0)

OVERVIEW

Timer/counter 0 (TC0) is used to count system 'events' by identifying the transition (high-to-low or low-to-high) of incoming square wave signals. To indicate that an event has occurred, or that a specified time interval has elapsed, TC0 generates an interrupt request. By counting signal transitions and comparing the current counter value with the reference register value, TC0 can be used to measure specific time intervals.

TC0 has a reloadable counter that consists of two parts: an 8-bit reference register (TREF0) into which you write the counter reference value, and an 8-bit counter register (TCNT0) whose value is automatically incremented by counter logic.

An 8-bit mode register, TMOD0, is used to activate the timer/counter and to select the basic clock frequency to be used for timer/counter operations. To dynamically modify the basic frequency, new values can be loaded into the TMOD0 register during program execution.

Timer/counter 0 can supply a clock signal to the clock selector circuit of the serial I/O interface for data shifter and clock counter operations. (These internal SIO operations are controlled in turn by the SIO mode register, SMOD). This clock generation function enables you to adjust data transmission rates across the serial interface.

TC0 FUNCTION SUMMARY

8-bit programmable timer	Generates interrupts at specific time intervals based on the selected clock frequency.
External event counter	Counts various system "events" based on edge detection of external clock signals at the TC0 input pin, TCL0. To start the event counting operation, TMOD0.2 is set to "1" and TMOD0.6 is cleared to "0".
Arbitrary frequency output	Outputs selectable clock frequencies to the TC0 output pin, TCLO0.
External signal divider	Divides the frequency of an incoming external clock signal according to a modifiable reference value (TREF0), and outputs the modified frequency to the TCLO0 pin.
Serial I/O clock source	Outputs a modifiable clock signal for use as the SCK clock source.

TC0 COMPONENT SUMMARY

Mode register (TMOD0)	Activates the timer/counter and selects the internal clock frequency or the external clock source at the TCL0 pin.
Reference register (TREF0)	Stores the reference value for the desired number of clock pulses between interrupt requests.
Counter register (TCNT0)	Counts internal or external clock pulses based on the bit settings in TMOD0 and TREF0.
Clock selector circuit	Together with the mode register (TMOD0), lets you select one of four internal clock frequencies or an external clock.
8-bit comparator	Determines when to generate an interrupt by comparing the current value of the counter register (TCNT0) with the reference value previously programmed into the reference register (TREF0).
Output latch (TOL0)	Where a clock pulse is stored pending output to the I/O circuit or to the TC0 output pin, TCLO0. When the contents of the TCNT0 and TREF0 registers coincide, the timer/counter interrupt request flag (IRQT0) is set to "1", the status of TOL0 is inverted, and an interrupt is generated.
Output enable flag (TOE0)	Must be set to logic one before the contents of the TOL0 latch can be output to TCLO0.
Interrupt request flag (IRQT0)	Cleared when TC0 operation starts and the TC0 interrupt service routine is executed and set to 1 whenever the counter value and reference value coincide.
Interrupt enable flag (IET0)	Must be set to logic one before the interrupt requests generated by timer/counter 0 can be processed.

Table 11-4. TC0 Register Overview

Register Name	Type	Description	Size	RAM Address	Addressing Mode	Reset Value
TMOD0	Control	Controls TC0 enable/disable (bit 2); clears and resumes counting operation (bit 3); sets input clock and clock frequency (bits 6–4)	8-bit	F90H–F91H	8-bit write-only; (TMOD0.3 is also 1-bit writeable)	"0"
TCNT0	Counter	Counts clock pulses matching the TMOD0 frequency setting	8-bit	F94H–F95H	8-bit read-only	"0"
TREF0	Reference	Stores reference value for the timer/counter 0 interval setting	8-bit	F96H–F97H	8-bit write-only	FFH
TOE0	Flag	Controls timer/counter 0 output to the TCLO0 pin	1-bit	F92H.2	1-bit write-only	"0"

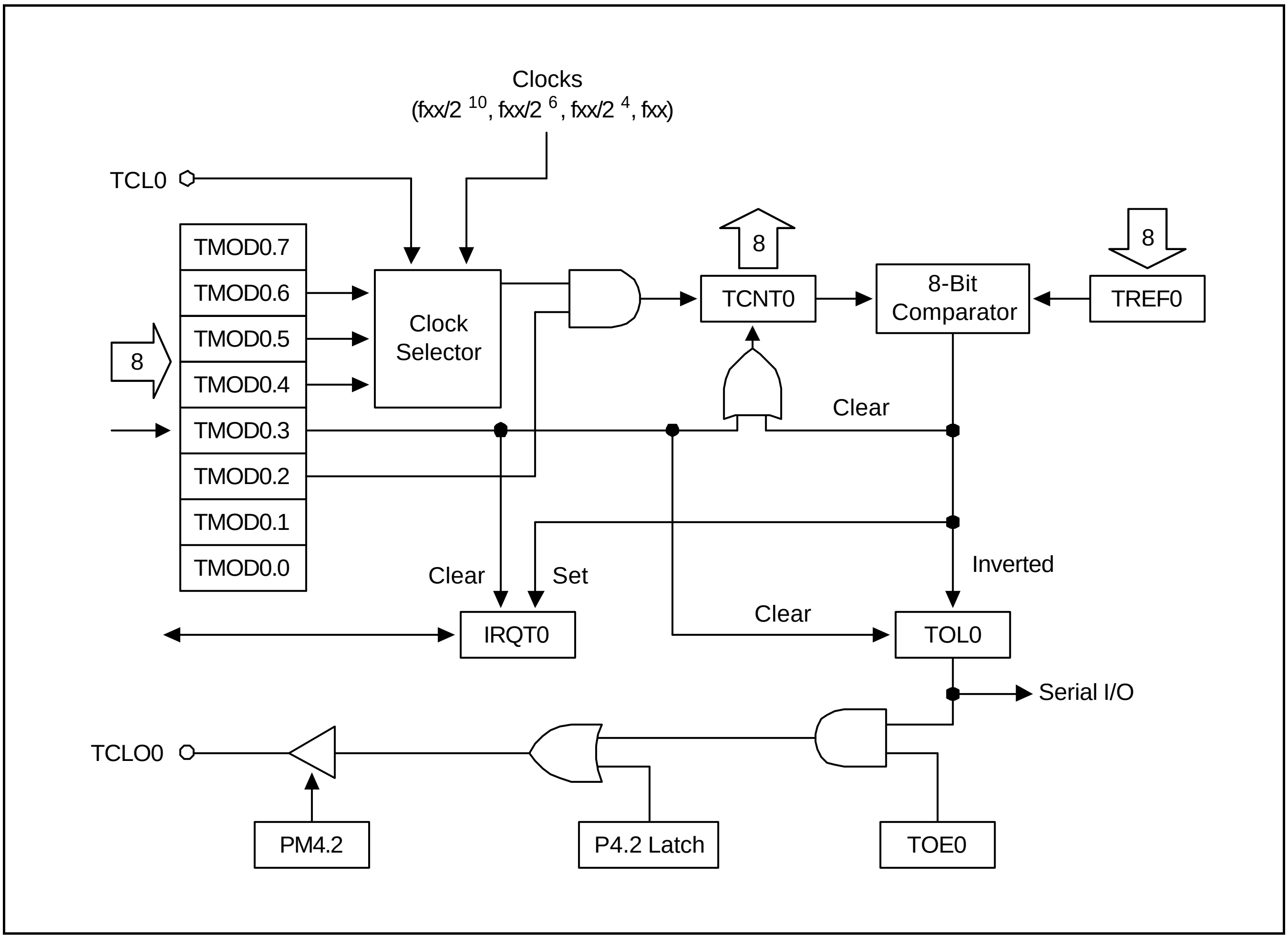


Figure 11-2. TC0 Circuit Diagram

TC0 ENABLE/DISABLE PROCEDURE

Enable Timer/Counter 0

- Set TMOD0.2 to logic one
- Set the TC0 interrupt enable flag IET0 to logic one
- Set TMOD0.3 to logic one

TCNT0, IRQT0, and TOL0 are cleared to logic zero, and timer/counter operation starts.

Disable Timer/Counter 0

- Set TMOD0.2 to logic zero

Clock signal input to the counter register TCNT0 is halted. The current TCNT0 value is retained and can be read if necessary.

TC0 PROGRAMMABLE TIMER/COUNTER FUNCTION

Timer/counter 0 can be programmed to generate interrupt requests at various intervals based on the selected system clock frequency. Its 8-bit TC0 mode register TMOD0 is used to activate the timer/counter and to select the clock frequency.

The reference register TREF0 stores the value for the number of clock pulses to be generated between interrupt requests. The counter register, TCNT0, counts the incoming clock pulses, which are compared to the TREF0 value as TCNT0 is incremented. When there is a match (TREF0 = TCNT0), an interrupt request is generated.

To generate an interrupt request, the TC0 interrupt request flag (IRQT0) is set to logic one, the status of TOL0 is inverted, and the interrupt is generated. The content of TCNT0 is then cleared to 00H and TC0 continues counting. The interrupt request mechanism for TC0 includes an interrupt enable flag (IET0) and an interrupt request flag (IRQT0).

TC0 OPERATION SEQUENCE

The general sequence of operations for using TC0 can be summarized as follows:

1. Set TMOD0.2 to "1" to enable TC0.
2. Set TMOD0.6 to "1" to enable the system clock (fxx) input.
3. Set TMOD0.5 and TMOD0.4 bits to desired internal frequency ($fxx/2^n$).
4. Load a value to TREF0 to specify the interval between interrupt requests.
5. Set the TC0 interrupt enable flag (IET0) to "1".
6. Set TMOD0.3 bit to "1" to clear TCNT0, IRQT0, and TOL0, and start counting.
7. TCNT0 increments with each internal clock pulse.
8. When the comparator shows TCNT0 = TREF0, the IRQT0 flag is set to "1" and an interrupt request is generated.
9. Output latch (TOL0) logic toggles high or low.
10. TCNT0 is cleared to 00H and counting resumes.
11. Programmable timer/counter operation continues until TMOD0.2 is cleared to "0".

TC0 EVENT COUNTER FUNCTION

Timer/counter 0 can monitor or detect system 'events' by using the external clock input at the TCL0 pin as the counter source. The TC0 mode register selects rising or falling edge detection for incoming clock signals. The counter register TCNT0 is incremented each time the selected state transition of the external clock signal occurs.

With the exception of the different TMOD0.4–TMOD0.6 settings, the operation sequence for TC0's event counter function is identical to its programmable timer/counter function. To activate the TC0 event counter function,

— Set TMOD0.2 to "1" to enable TC0;

— Clear TMOD0.6 to "0" to select the external clock source at the TCL0 pin;

— Select TCL0 edge detection for rising or falling signal edges by loading the appropriate values to TMOD0.5 and TMOD0.4.

— P4.2 must be set to input mode.

Table 11-5. TMOD0 Settings for TCL0 Edge Detection

TMOD0.5	TMOD0.4	TCL0 Edge Detection
0	0	Rising edges
0	1	Falling edges

TC0 CLOCK FREQUENCY OUTPUT

Using timer/counter 0, a modifiable clock frequency can be output to the TC0 clock output pin, TCLO0. To select the clock frequency, load the appropriate values to the TC0 mode register, TMOD0. The clock interval is selected by loading the desired reference value into the reference register TREF0. To enable the output to the TCLO0 pin, the following conditions must be met:

— TC0 output enable flag TOE0 must be set to "1"

— I/O mode flag for P4.2 must be set to output mode ("1")

— Output latch value for P4.2 must be set to "0"

In summary, the operational sequence required to output a TC0-generated clock signal to the TCLO0 pin is as follows:

1. Load a reference value to TREF0.
2. Set the internal clock frequency in TMOD0.
3. Initiate TC0 clock output to TCLO0 (TMOD0.2 = "1").
4. Set P4.2 mode flag to "1".
5. Set P4.2 output latch to "0".
6. Set TOE0 flag to "1".

Each time TCNT0 overflows and an interrupt request is generated, the state of the output latch TOL0 is inverted and the TC0-generated clock signal is output to the TCLO0 pin.

☞ PROGRAMMING TIP — TC0 Signal Output to the TCLO0 Pin

Output a 30 ms pulse width signal to the TCLO0 pin:

```
BITS    EMB
SMB     15
LD      EA,#79H
LD      TREF0,EA
LD      EA,#4CH
LD      TMOD0,EA
LD      EA,#40H
LD      PMG1,EA         ;  P4.2 ← output mode
BITR    P4.2            ;  P4.2 clear
BITS    TOE0
```

TC0 SERIAL I/O CLOCK GENERATION

Timer/count 0 can supply a clock signal to the clock selector circuit of the serial I/O interface for data shifter and clock counter operations. (These internal SIO operations are controlled in turn by the SIO mode register, SMOD). This clock generation function enables you to adjust data transmission rates across the serial interface.

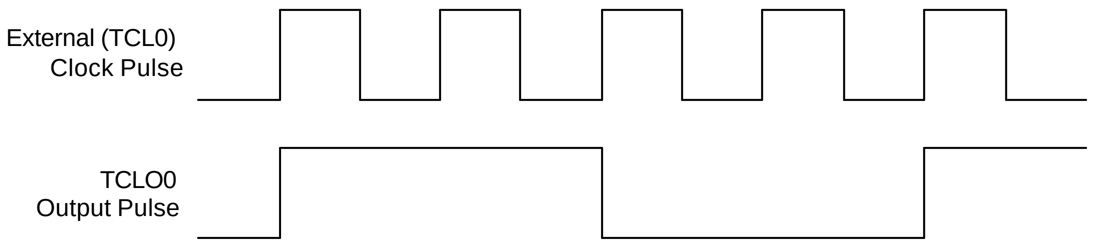
TC0 EXTERNAL INPUT SIGNAL DIVIDER

By selecting an external clock source and loading a reference value into the TC0 reference register, TREF0, you can divide the incoming clock signal by the TREF0 value and then output this modified clock frequency to the TCLO0 pin. The sequence of operations used to divide external clock input can be summarized as follows:

1. Load a signal divider value to the TREF0 register.
2. Clear TMOD0.6 to "0" to enable external clock input at the TCL0 pin.
3. Set TMOD0.5 and TMOD0.4 to desired TCL0 signal edge detection.
4. Set port 3.0 mode flag (PM3.0) to output ("1").
5. Set P3.0 output latch to "0".
6. Set TOE0 flag to "1" to enable output of the divided frequency to the TCLO0 pin. TC0 Mode Register (TMOD0)

☞ PROGRAMMING TIP — External TCL0 Clock Output to the TCLO0 Pin

Output external TCL0 clock pulse to the TCLO0 pin (divided by four):




```
BITS    EMB
SMB     15
LD      EA,#01H
LD      TREF0,EA
LD      EA,#0CH
LD      TMOD0,EA
LD      EA,#40H
LD      PMG1,EA          ;  P4.2 ← output mode
BITR    P4.2             ;  P4.2 clear
BITS    TOE0
```

TC0 MODE REGISTER (TMOD0)

TMOD0 is the 8-bit mode control register for timer/counter 0. It is addressable by 8-bit write instructions. One bit, TMOD0.3, is also 1-bit writeable. RESET clears all TMOD0 bits to logic zero and disables TC0 operations.

F90H	TMOD0.3	TMOD0.2	"0"	"0"
F91H	"0"	TMOD0.6	TMOD0.5	TMOD0.4

TMOD0.2 is the enable/disable bit for timer/counter 0. When TMOD0.3 is set to "1", the contents of TCNT0, IRQT0, and TOL0 are cleared, counting starts from 00H, and TMOD0.3 is automatically reset to "0" for normal TC0 operation. When TC0 operation stops (TMOD0.2 = "0"), the contents of the TC0 counter register TCNT0 are retained until TC0 is re-enabled.

The TMOD0.6, TMOD0.5, and TMOD0.4 bit settings are used together to select the TC0 clock source. This selection involves two variables:

— Synchronization of timer/counter operations with either the rising edge or the falling edge of the clock signal input at the TCL0 pin, and

— Selection of one of four frequencies, based on division of the incoming system clock frequency, for use in internal TC0 operation.

Table 11-6. TC0 Mode Register (TMOD0) Organization

Bit Name	Setting	Resulting TC0 Function	Address
TMOD0.7	0	Always logic zero	F91H
TMOD0.6 TMOD0.5 TMOD0.4	0,1	Specify input clock edge and internal frequency	
TMOD0.3	1	Clear TCNT0, IRQT0, and TOL0 and resume counting immediately (This bit is automatically cleared to logic zero immediately after counting resumes.)	F90H
TMOD0.2	0	Disable timer/counter 0; retain TCNT0 contents	
	1	Enable timer/counter 0	
TMOD0.1	0	Always logic zero	
TMOD0.0	0	Always logic zero	

Table 11-7. TMOD0.6, TMOD0.5, and TMOD0.4 Bit Settings

TMOD0.6	TMOD0.5	TMOD0.4	Resulting Counter Source and Clock Frequency
0	0	0	External clock input (TCL0) on rising edges
0	0	1	External clock input (TCL0) on falling edges
1	0	0	fxx/2^{10} (4.09 kHz)
1	0	1	fxx /2^{6} (65.5 kHz)
1	1	0	fxx/2^{4} (262 kHz)
1	1	1	fxx = 4.19 MHz

NOTE: 'fxx' = selected system clock of 4.19 MHz.

☞ PROGRAMMING TIP — Restarting TC0 Counting Operation

1. Set TC0 timer interval to 4.09 kHz:

```
BITS    EMB
SMB     15
LD      EA,#4CH
LD      TMOD0,EA
EI
BITS    IET0
```

2. Clear TCNT0, IRQT0, and TOL0 and restart TC0 counting operation:

```
BITS    EMB
SMB     15
BITS    TMOD0.3
```

TC0 COUNTER REGISTER (TCNT0)

The 8-bit counter register for timer/counter 0, TCNT0, is read-only and can be addressed by 8-bit RAM control instructions. RESET sets all TCNT0 register values to logic zero (00H).

Whenever TMOD0.3 is enabled, TCNT0 is cleared to logic zero and counting resumes. The TCNT0 register value is incremented each time an incoming clock signal is detected that matches the signal edge and frequency setting of the TMOD0 register (specifically, TMOD0.6, TMOD0.5, and TMOD0.4).

Each time TCNT0 is incremented, the new value is compared to the reference value stored in the TC0 reference buffer, TREF0. When TCNT0 = TREF0, an overflow occurs in the TCNT0 register, the interrupt request flag, IRQT0, is set to logic one, and an interrupt request is generated to indicate that the specified timer/counter interval has elapsed.

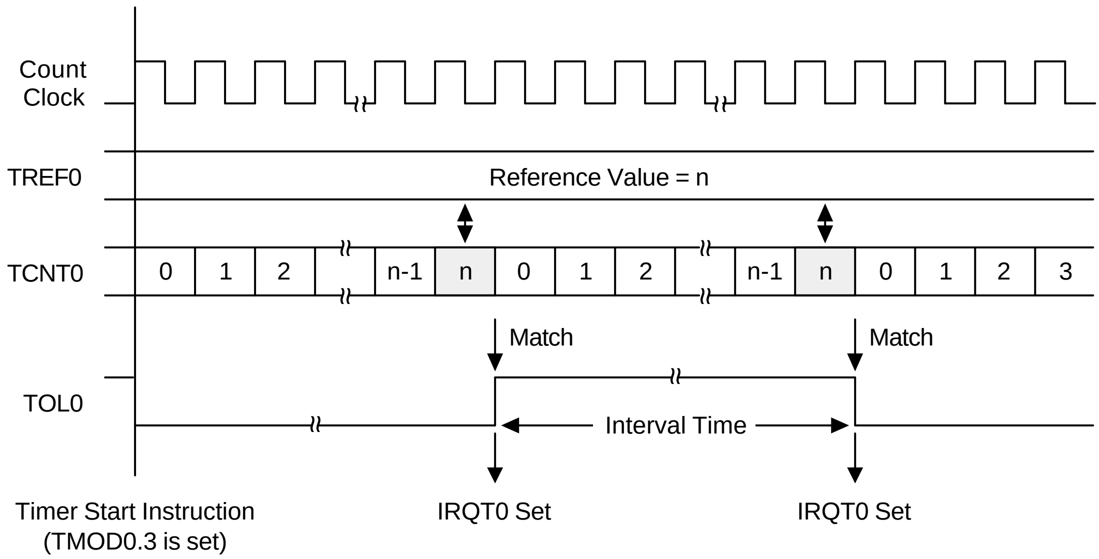


Figure 11-3. TC0 Timing Diagram

TC0 REFERENCE REGISTER (TREF0)

The TC0 reference register TREF0 is an 8-bit write-only register. It is addressable by 8-bit RAM control instructions. RESET initializes the TREF0 value to 'FFH'.

TREF0 is used to store a reference value to be compared to the incrementing TCNT0 register in order to identify an elapsed time interval. Reference values will differ depending upon the specific function that TC0 is being used to perform — as a programmable timer/counter, event counter, clock signal divider, or arbitrary frequency output source.

During timer/counter operation, the value loaded into the reference register is compared to the TCNT0 value. When TCNT0 = TREF0, the TC0 output latch (TOL0) is inverted and an interrupt request is generated to signal the interval or event. The TREF0 value, together with the TMOD0 clock frequency selection, determines the specific TC0 timer interval. Use the following formula to calculate the correct value to load to the TREF0 reference register:

$$\text{TC0 timer interval} = (\text{TREF0 value} + 1) \times \frac{1}{\text{TMOD0 frequency setting}}$$

$$(\text{TREF0 value} \neq 0)$$

TC0 OUTPUT ENABLE FLAG (TOE0)

The 1-bit timer/counter 0 output enable flag TOE0 controls output from timer/counter 0 to the TCLO0 pin. TOE0 is addressable by 1-bit read and write instructions.

	(MSB)			(LSB)
F92H	"0"	**TOE0**	"0"	"0"

When you set the TOE0 flag to "1", the contents of TOL0 can be output to the TCLO0 pin. Whenever a RESET occurs, TOE0 is automatically set to logic zero, disabling all TC0 output. Even when the TOE0 flag is disabled, timer/counter 0 can continue to output an internally-generated clock frequency, via TOL0, to the serial I/O clock selector circuit.

TC0 OUTPUT LATCH (TOL0)

TOL0 is the output latch for timer/counter 0. When the 8-bit comparator detects a correspondence between the value of the counter register TCNT0 and the reference value stored in the TREF0 register, the TOL0 value is inverted — the latch toggles high-to-low or low-to-high. Whenever the state of TOL0 is switched, the TC0 signal is output. TC0 output may be directed to the TCLO0 pin, or it can be output directly to the serial I/O clock selector circuit as the SCK signal.

Assuming TC0 is enabled, when bit 3 of the TMOD0 register is set to "1", the TOL0 latch is cleared to logic zero, along with the counter register TCNT0 and the interrupt request flag, IRQT0, and counting resumes immediately. When TC0 is disabled (TMOD0.2 = "0"), the contents of the TOL0 latch are retained and can be read, if necessary.

☞ PROGRAMMING TIP — Setting a TC0 Timer Interval

To set a 30 ms timer interval for TC0, given fxx = 4.19 MHz, follow these steps.

1. Select the timer/counter 0 mode register with a maximum setup time of 62.5 ms (assume the TC0 counter clock = $fxx/2^{10}$, and TREF0 is set to FFH):

2. Calculate the TREF0 value:

$$30\text{ ms} = \frac{\text{TREF0 value} + 1}{4.09\text{ kHz}}$$

$$\text{TREF0} + 1 = \frac{30\text{ ms}}{244\ \mu\text{s}} = 122.9 = 7\text{AH}$$

$$\text{TREF0 value} = 7\text{AH} - 1 = 79\text{H}$$

3. Load the value 79H to the TREF0 register:

```
BITS    EMB
SMB     15
LD      EA,#79H
LD      TREF0,EA
LD      EA,#4CH
LD      TMOD0,EA
```

WATCH TIMER

OVERVIEW

The watch timer is a multi-purpose timer which consists of three basic components:

— 8-bit watch timer mode register (WMOD)

— Clock selector

— Frequency divider circuit

Watch timer functions include real-time and watch-time measurement and interval timing for the main and sub-system clock. It is also used as a clock source for the LCD controller and for generating buzzer (BUZ) output.

Real-Time and Watch-Time Measurement

To start watch timer operation, set bit 2 of the watch timer mode register (WMOD.2) to logic one. The watch timer starts, the interrupt request flag IRQW is automatically set to logic one, and interrupt requests commence in 0.5-second intervals.

Since the watch timer functions as a quasi-interrupt instead of a vectored interrupt, the IRQW flag should be cleared to logic zero by program software as soon as a requested interrupt service routine has been executed.

Using a Main System or Subsystem Clock Source

The watch timer can generate interrupts based on the main system clock frequency or on the subsystem clock. When the zero bit of the WMOD register is set to "1", the watch timer uses the subsystem clock signal (fxt) as its source; if WMOD.0 = "0", the main system clock (fx) is used as the signal source, according to the following formula:

$$\text{Watch timer clock (fw)} = \frac{\text{Main system clock (fx)}}{128} = 32.768\ \text{kHz (fx} = 4.19\ \text{MHz)}$$

This feature is useful for controlling timer-related operations during stop mode. When stop mode is engaged, the main system clock (fx) is halted, but the subsystem clock continues to oscillate. By using the subsystem clock as the oscillation source during stop mode, the watch timer can set the interrupt request flag IRQW to "1", thereby releasing stop mode.

Clock Source Generation for LCD Controller

The watch timer supplies the clock frequency for the LCD controller (f_{LCD}). Therefore, if the watch timer is disabled, the LCD controller does not operate.

Buzzer Output Frequency Generator

The watch timer can generate a steady 2 kHz, 4 kHz, 8 kHz, or 16 kHz signal to the BUZ pin. To select the desired BUZ frequency , load the appropriate value to the WMOD register. This output can then be used to actuate an external buzzer sound. To generate a BUZ signal, three conditions must be met:

— The WMOD.7 register bit is set to "1"

— The output latch for I/O port 0.3 is cleared to "0"

— The port 0.3 output mode flag (PM0.3) set to 'output' mode

Timing Tests in High-Speed Mode

By setting WMOD.1 to "1", the watch timer will function in high-speed mode, generating an interrupt every 3.91 ms. At its normal speed (WMOD.1 = '0'), the watch timer generates an interrupt request every 0.5 seconds. High-speed mode is useful for timing events for program debugging sequences.

Check Subsystem Clock Level Feature

The watch timer can also check the input level of the subsystem clock by testing WMOD.3. If WMOD.3 is "1", the input level at the XT_{IN} pin is high; if WMOD.3 is "0", the input level at the XT_{IN} pin is low.

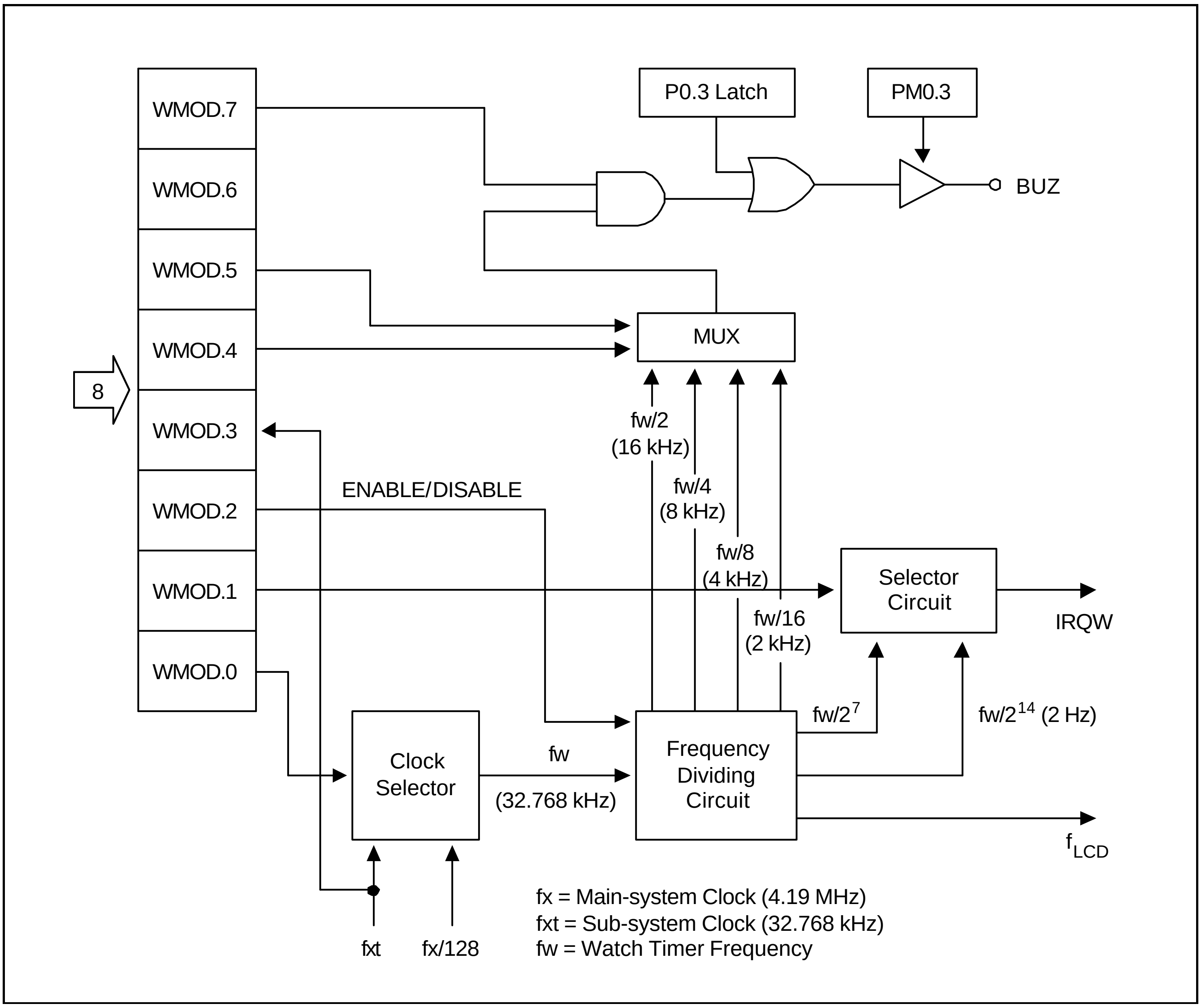


Figure 11-4. Watch Timer Circuit Diagram

WATCH TIMER MODE REGISTER (WMOD)

The watch timer mode register WMOD is used to select specific watch timer operations. It is 8-bit write-only addressable. An exception is WMOD bit 3 (the XT_{IN} input level control bit) which is 1-bit read-only addressable. A RESET automatically sets WMOD.3 to the current input level of the subsystem clock, XT_{IN} (high, if logic one; low, if logic zero), and all other WMOD bits to logic zero.

F88H	WMOD.3	WMOD.2	WMOD.1	WMOD.0
F89H	WMOD.7	"0"	WMOD.5	WMOD.4

In summary, WMOD settings control the following watch timer functions:

— Watch timer clock selection (WMOD.0)

— Watch timer speed control (WMOD.1)

— Enable/disable watch timer (WMOD.2)

— XT_{IN} input level control (WMOD.3)

— Buzzer frequency selection (WMOD.4 and WMOD.5)

— Enable/disable buzzer output (WMOD.7)

Table 11-8. Watch Timer Mode Register (WMOD) Organization

Bit Name	Values		Function	Address
WMOD.7	0		Disable buzzer (BUZ) signal output	F89H
	1		Enable buzzer (BUZ) signal output	
WMOD.6	0		Always logic zero	
WMOD.5–.4	0	0	2 kHz buzzer (BUZ) signal output	
	0	1	4 kHz buzzer (BUZ) signal output	
	1	0	8 kHz buzzer (BUZ) signal output	
	1	1	16 kHz buzzer (BUZ) signal output	
WMOD.3	0		Input level to XT_{IN} pin is low	F88H
	1		Input level to XT_{IN} pin is high	
WMOD.2	0		Disable watch timer; clear frequency dividing circuits	
	1		Enable watch timer	
WMOD.1	0		Normal mode; sets IRQW to 0.5 seconds	
	1		High-speed mode; sets IRQW to 3.91 ms	
WMOD.0	0		Select (fx/128) as the watch timer clock (fw)	
	1		Select subsystem clock as watch timer clock (fw)	

NOTE: Main system clock frequency (fx) is assumed to be 4.19 MHz; subsystem clock (fxt) is assumed to be 32.768 kHz.

☞ PROGRAMMING TIP — Using the Watch Timer

1. Select a subsystem clock as the LCD display clock, a 0.5 second interrupt, and 2 kHz buzzer enable:

```
        BITS    EMB
        SMB     15
        LD      EA,#8H
        LD      PMG1,EA         ; P0.3 ← output mode
        BITR    P0.3
        LD      EA,#85H
        LD      WMOD,EA
        BITS    IEW
```

2. Sample real-time clock processing method:

```
CLOCK   BTSTZ   IRQW            ; 0.5 second check
        RET                     ; No, return
        •                       ; Yes, 0.5 second interrupt generation
        •
        •                       ; Increment HOUR, MINUTE, SECOND
```

12 LCD CONTROLLER/DRIVER

OVERVIEW

The S3C72K8 microcontroller can directly drive an up-to-320-dot (40 segments x 8 commons) LCD panel. Its LCD block has the following components:

- LCD controller/driver
- Display RAM for storing display data
- 40 segment output pins (SEG0–SEG35)
- 8 common output pins (COM0–COM7)
- Five LCD operating power supply pins (V_{LC1}–V_{LC5})
- V_{LC5} pin for controlling the driver and bias voltage

The frame frequency, duty and bias, and the segment pins used for display output, are determined by bit settings in the LCD mode register, LMOD.

The LCD control register, LCON, is used to turn the LCD display on and off, to switch current to the dividing resistors for the LCD display, and to output LCD clock (LCDCK) and synchronizing signal (LCDSY) for LCD display expansion. Data written to the LCD display RAM can be transferred to the segment signal pins automatically without program control.

When a subsystem clock is selected as the LCD clock source, the LCD display is enabled even during main clock stop and idle modes.

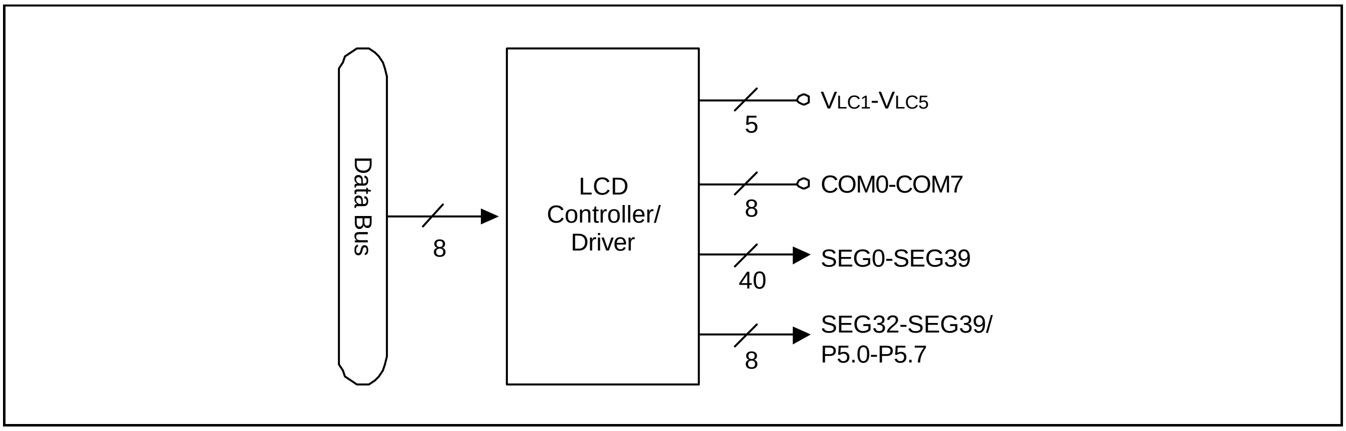


Figure 12-1. LCD Function Diagram

LCD CIRCUIT DIAGRAM

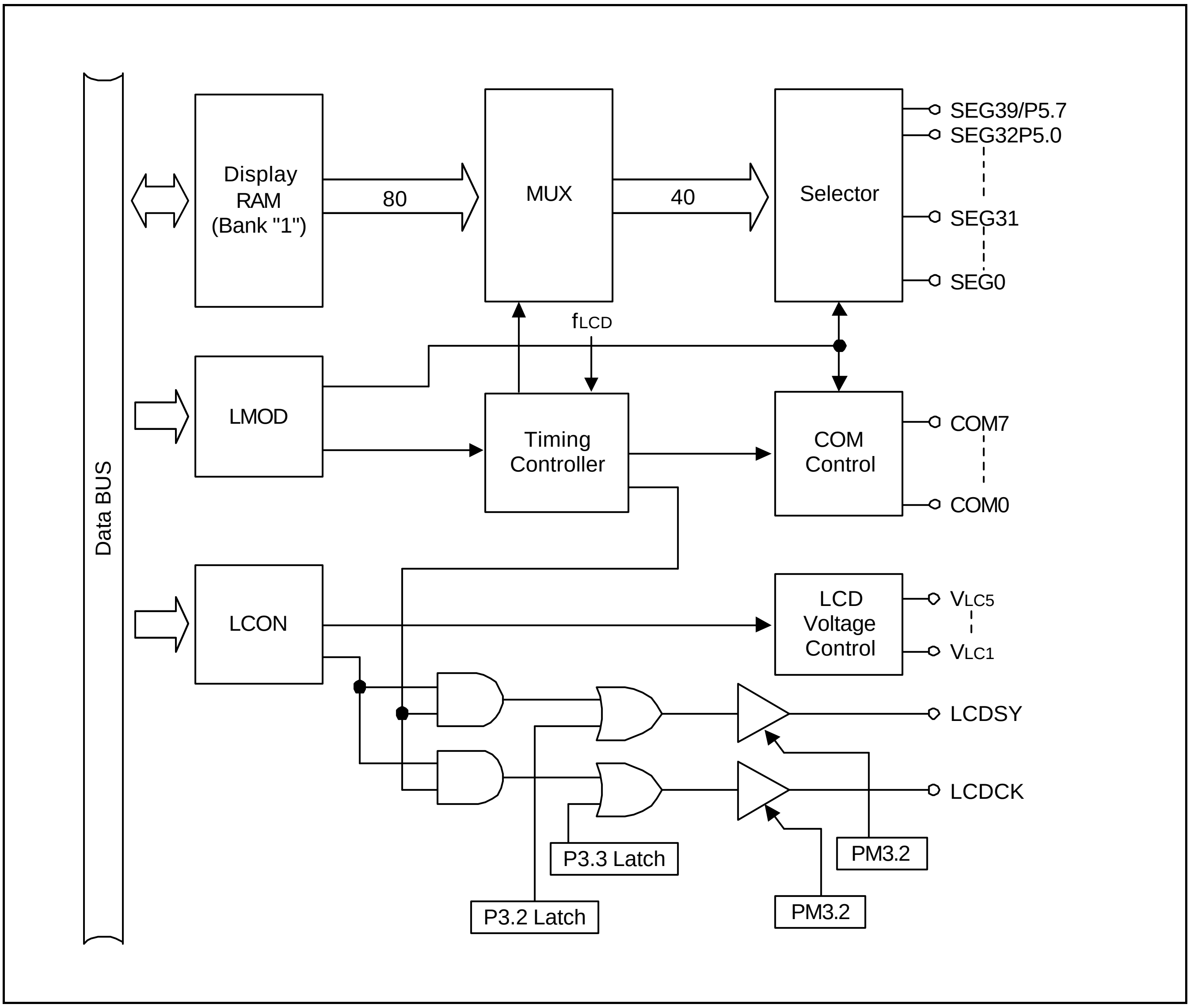


Figure 12-2. LCD Circuit Diagram

LCD RAM ADDRESS AREA

RAM addresses of bank 1 are used as LCD data memory. These locations can be addressed by 1-bit, 4-bit, or 8-bit instructions. When the bit value of a display segment is "1", the LCD display is turned on; when the bit value is "0", the display is turned off.

Display RAM data are sent out through segment pins SEG0–SEG40 using a direct memory access (DMA) method that is synchronized with the f_{LCD} signal. RAM addresses in this location that are not used for LCD display can be allocated to general-purpose use.

SEG39	1FFH.3	1FFH.2	1FFH.1	1FFH.0	1FEH.3	1FEH.2	1FEH.1	1FEH.0	P5.7
SEG38	1FDH.3	1FDH.2	1FDH.1	1FDH.0	1FCH.3	1FCH.2	1FCH.1	1FCH.0	P5.6
SEG37	1FBH.3	1FBH.2	1FBH.1	1FBH.0	1FAH.3	1FAH.2	1FAH.1	1FAH.0	P5.5
SEG36	1F9H.3	1F9H.2	1F9H.1	1F9H.0	1F8H.3	1F8H.2	1F8H.1	1F8H.0	P5.4
SEG35	1F7H.3	1F7H.2	1F7H.1	1F7H.0	1F6H.3	1F6H.2	1F6H.1	1F6H.0	P5.3
SEG34	1F5H.3	1F5H.2	1F5H.1	1F5H.0	1F4H.3	1F4H.2	1F4H.1	1F4H.0	P5.2
SEG33	1F3H.3	1F3H.2	1F3H.1	1F3H.0	1F2H.3	1F2H.2	1F2H.1	1F2H.0	P5.1
SEG32	1F1H.3	1F1H.2	1F1H.1	1F1H.0	1F0H.3	1F0H.2	1F0H.1	1F0H.0	P5.0
SEG31	1EFH.3	1EFH.2	1EFH.1	1EFH.0	1EEH.3	1EEH.2	1EEH.1	1EEH.0	
SEG3	1B7H.3	1B7H.2	1B7H.1	1B7H.0	1B6H.3	1B6H.2	1B6H.1	1B6H.0	
SEG2	1B5H.3	1B5H.2	1B5H.1	1B5H.0	1B4H.3	1B4H.2	1B4H.1	1B4H.0	
SEG1	1B3H.3	1B3H.2	1B3H.1	1B3H.0	1B2H.3	1B2H.2	1B2H.1	1B2H.0	
SEG0	1B1H.3	1B1H.2	1B1H.1	1B1H.0	1B0H.3	1B0H.2	1B0H.1	1B0H.0	
	COM7	COM6	COM5	COM4	COM3	COM2	COM1	COM0	

Figure 12-3. LCD Display Data RAM Organization

1-Bit Output

The eight pins (P5.0-P5.7) of the 40 segment output can be set in 4-bits for 1-bit level output by LMOD.6 and LMOD.7. The 1F0H.0 in LCD display RAM is used as the output latch for P5.0, 1F2H.0 is for 5, 1, …. and 1FEH.0 is for P5.7.

Table 12-1. Common and Segment Pins per Duty Cycle

Duty	Common Pins	Segment Pins	Dot Number
1/8	COM0–COM7	32–40 pins	256 dots–320 dots
1/4	COM0–COM3		128 dots–160 dots
1/3	COM0–COM2		96 dots–120 dots

LCD CONTROL REGISTER (LCON)

The LCD control register (LCON) is used to turn the LCD display on and off, to select duty, to output LCD SEG expand signal for LCD display expansion, and to control the flow of current to dividing resistors in the LCD circuit. Following a RESET, all LCON values are cleared to "0". This turns the LCD display off and stops the flow of current to the dividing resistors.

LCON	LCON.3	LCON.2	LCON.1	LCON.0	F8EH

Table 12-2. LCD Control Register (LCON) Organization

LCON Bit	Setting	Description
LCON.3	0	1/4 bias select
	1	1/3 bias select
LCON.2	0	Disable LCDCK andLCDSY signal outputs
	1	Enable LCDCK andLCDSY signal outputs
LCON.1	0	LCD display off (All COM/SEG pins are high output)
	1	LCD display on
LCON.0	0	Turn off the internal LCD bias TR
	1	Turn on the internal LCD bias TR

NOTES:
1. In case of LCON.0, you can turn on/off internal LCD bias TR.
2. In case of internal LCD bias
   When LCON.1–.0 = #00B, LCD display is turned off. When LCON.1–.0 = #11B, LCD display is turned on.
3. In case of external LCD bias
   When LCON.1–.0 = #00B and VLC5 = "High", LCD display is turned off.
   When LCON.1–.0 = #10B and VLC5 = "Low", LCD display is turned on
4. To select LCD bias, you must use both the LCON.3 setting and an external LCD bias circuit connection.

Table 12-3. LMOD.1–0 Bits Settings

LMOD.1–0	COM0–COM7	SEG0–SEG39	SEG32/P5.0–SEG39/P5.7	Power Supply to the Dividing Resistor
0, 0	All of the LCD dots off		1-bit output function	On
0, 1	All of the LCD dots on			
1, 1	Common and segment signal output corresponds to display data (normal display mode)			

LCD MODE REGISTER (LMOD)

The LCD mode control register LMOD is used to control display mode; LCD clock, segment or port output, and display on/off. LMOD can be manipulated using 8-bit write instructions.

The LCD clock signal, LCDCK, determines the frequency of COM signal scanning of each segment output. This is also referred to as the 'frame frequency. Since LCDCK is generated by dividing the watch timer clock (fw), **the watch timer must be enabled when the LCD display is turned on.**

The LCD display can continue to operate during idle and stop modes if a subsystem clock is used as the watch timer source. The LCD mode register LMOD controls the output mode of the 8 pins used for normal outputs (P5.0–P5.7). Bits LMOD.7–5 define the segment output and normal bit output configuration.

Table 12-4. LCD Clock Signal (LCDCK) Frame Frequency

LCDCK / Display Duty Cycle	128 Hz	256 Hz	512 Hz	1024 Hz	2048 Hz	4096 Hz
1/8	–	–	64	128	256	512
1/4	–	64	128	256	512	–
1/3	42.7	85.3	170.7	341.3	–	–

NOTE: fw = 32.768 kHz

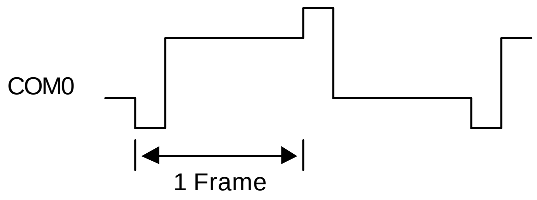


Table 12-5. LCD Mode Register (LMOD) Organization

Segment /Output Port Selection Bits

LMOD.7	LMOD.6	SEG39–36	SEG35–32	Total Number of Segment
0	0	SEG port	SEG port	40
0	1	SEG port	Output port	36
1	0	Output port	SEG port	36
1	1	Output port	Output port	32

LCD Clock Selection Bits

LMOD.5	LMOD.4	LCD Clock (LCDCK)		
		1/8 duty (COM0–COM7)	1/4 duty (COM0–COM3)	1/3 duty (COM0–COM2)
0	0	$fxx/2^6$ (512 Hz)	$fxx/2^7$ (256 Hz)	$fxx/2^8$ (128 Hz)
0	1	$fxx/2^5$ (1024 Hz)	$fxx/2^6$ (512 Hz)	$fxx/2^7$ (256 Hz)
1	0	$fxx/2^4$ (2048 Hz)	$fxx/2^5$ (1024 Hz)	$fxx/2^6$ (512 Hz)
1	1	$fxx/2^3$ (4096 Hz)	$fxx/2^4$ (2048 Hz)	$fxx/2^5$ (1024 Hz)

NOTE: LCDCK is supplied only when the watch timer operates. To use the LCD controller, bit-2 in the watch mode register WMOD should be set to 1.

Display Mode Selection Bits

LMOD.3	LMOD.2	Duty
0	0	1/8 duty (COM0–COM7 select)
1	0	1/4 duty (COM0–COM3 select)
1	1	1/3 duty (COM0–COM2 select)

Display Mode Selection Bits

LMOD.1	LMOD.0	Function
0	0	All LCD dots off
0	1	All LCD dots on
1	0	Normal display

LCD VOLTAGE DIVIDING METHOD

Power can be supplied without an external dividing resistor. Figure 12-4 shows the bias connections for the S3C72K8 LCD drive power supply.

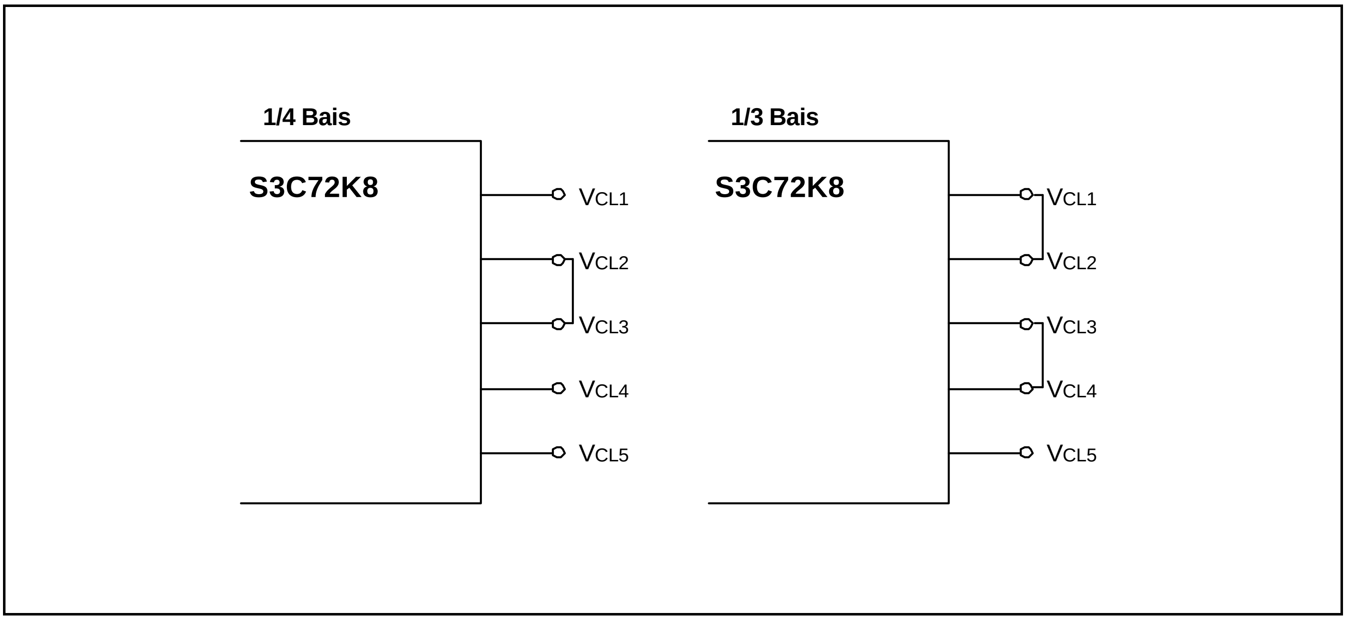
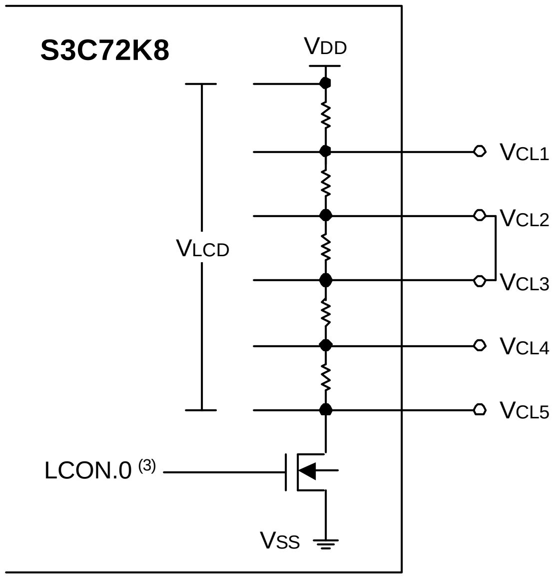


Figure 12-4. LCD Bias Circuit Connection

APPLICATION WITHOUT CONTRAST CONTROL

If you use an internal transistor (LCON.0) to turn on/off 'LCD display', you can get a merit that peripheral circuits are simple. But in that case, you can't control LCD contrast.

Application With Internal Resistor



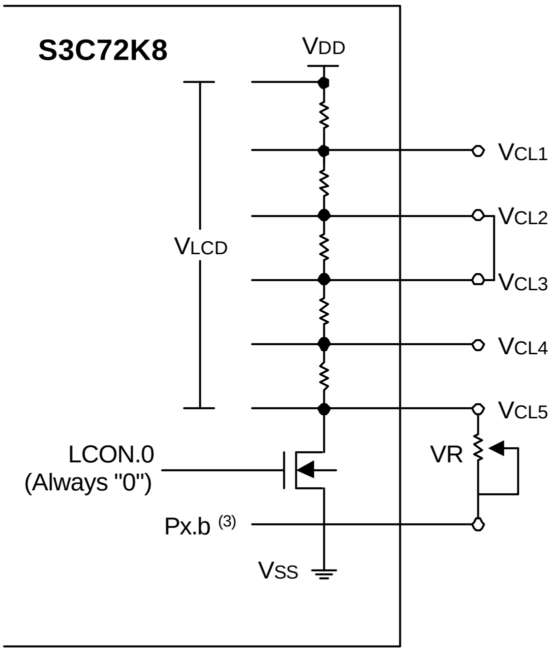
NOTES:
1. A 1/4 bias is assumed for the above circuits; a 1/3 bias is assumed for Figure 12-5.
2. Whe you turn off the LCD display using LCON settings, the amount of current flowing through the dividing resistors is reduced more than when you use LMOD to turn off the display.
3. When LCON.1-0 = #00B, LCD display is turned off. When LCON.1-0 = #11B, LCD display is turned on.

Figure 12-5. Connection For LCD On/Off Using Internal Transistor

APPLICATION WITH CONTRAST CONTROL

If only turn on/off 'LCD display' using external output pin, you can control LCD contrast using variable resistor.

Application With External Resistor



NOTES:
1. A 1/4 bias is assumed for the above circuits; a 1/3 bias is assumed for Figure 12-6.
2. Whe you turn off the LCD display using LCON settings, the amount of current flowing through the dividing resistors is reduced more than when you use LMOD to turn off the display.
3. When LCON.1-0 = #00B and Px.b = "High", LCD display is turned off.
   When LCON.1-0 = #10B and Px.b = "Low", LCD display is turned on.

Figure 12-6. Connection For LCD On/Off Using External Output Pin

COMMON (COM) SIGNALS

The common signal output pin selection (COM pin selection) varies according to the selected duty cycle.

— In 1/8 duty mode, COM0–COM7 pins are selected

— In 1/4 duty mode, COM0–COM3 pins are selected

— In 1/3 duty mode, COM0–COM2 pins are selected

SEGMENT (SEG) SIGNALS

The 40 LCD segment signal pins are connected to corresponding display RAM locations at bank 1. Bits of the display RAM are synchronized with the common signal output pins.

When the bit value of a display RAM location is "1", a select signal is sent to the corresponding segment pin. When the display bit is "0", a 'no-select' signal is sent to the corresponding segment pin.

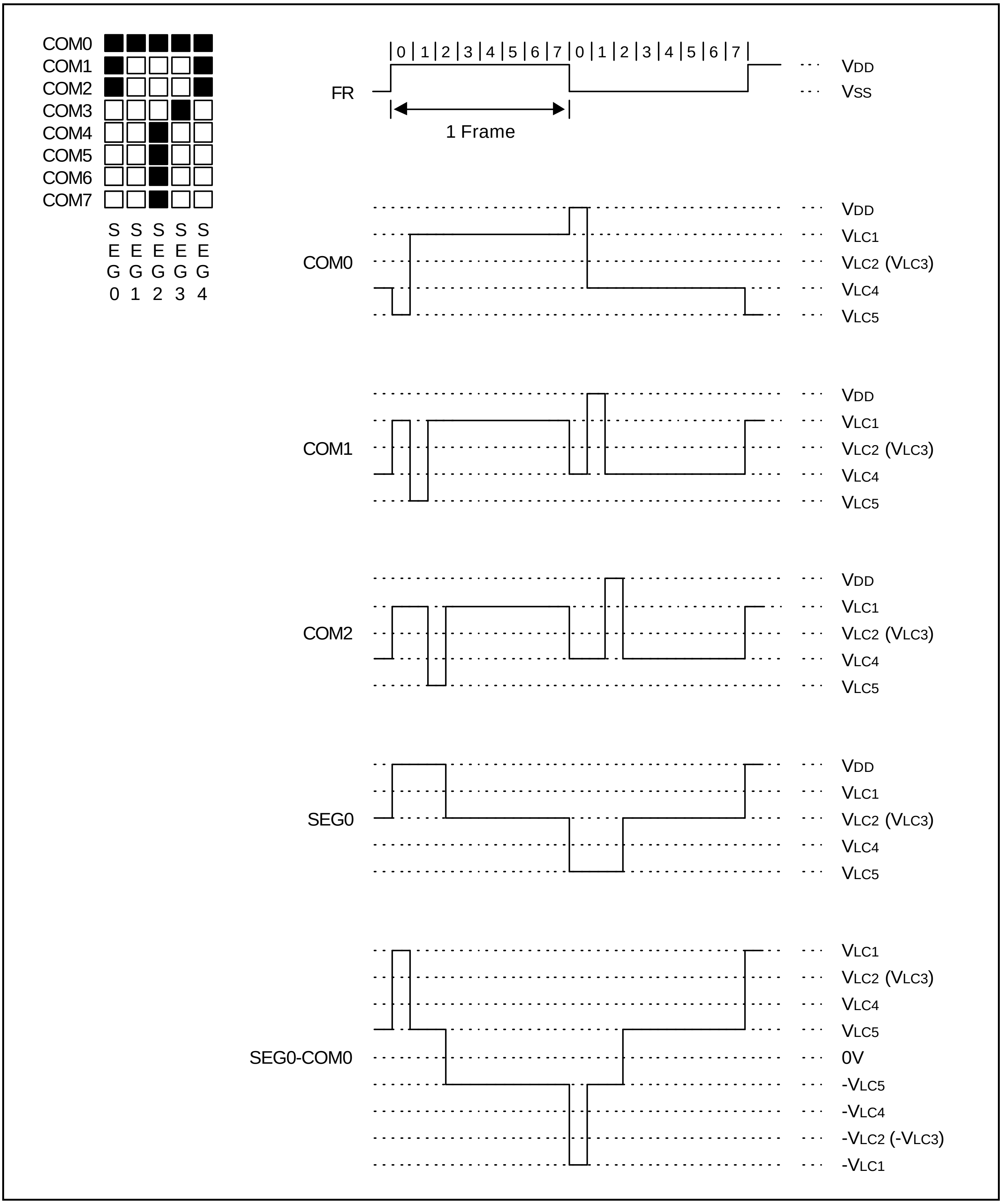


Figure 12-7. LCD Signal Waveforms (1/8 Duty, 1/4 Bias)

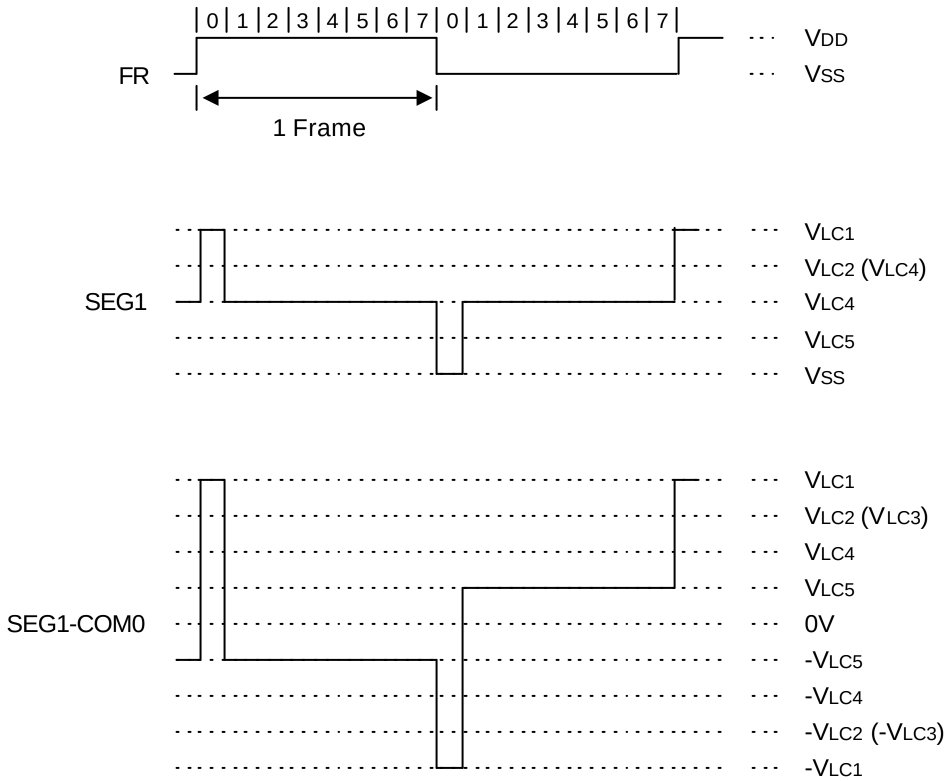


Figure 12-7. LCD Signal Waveforms (1/8 Duty, 1/4 Bias) (Continued)

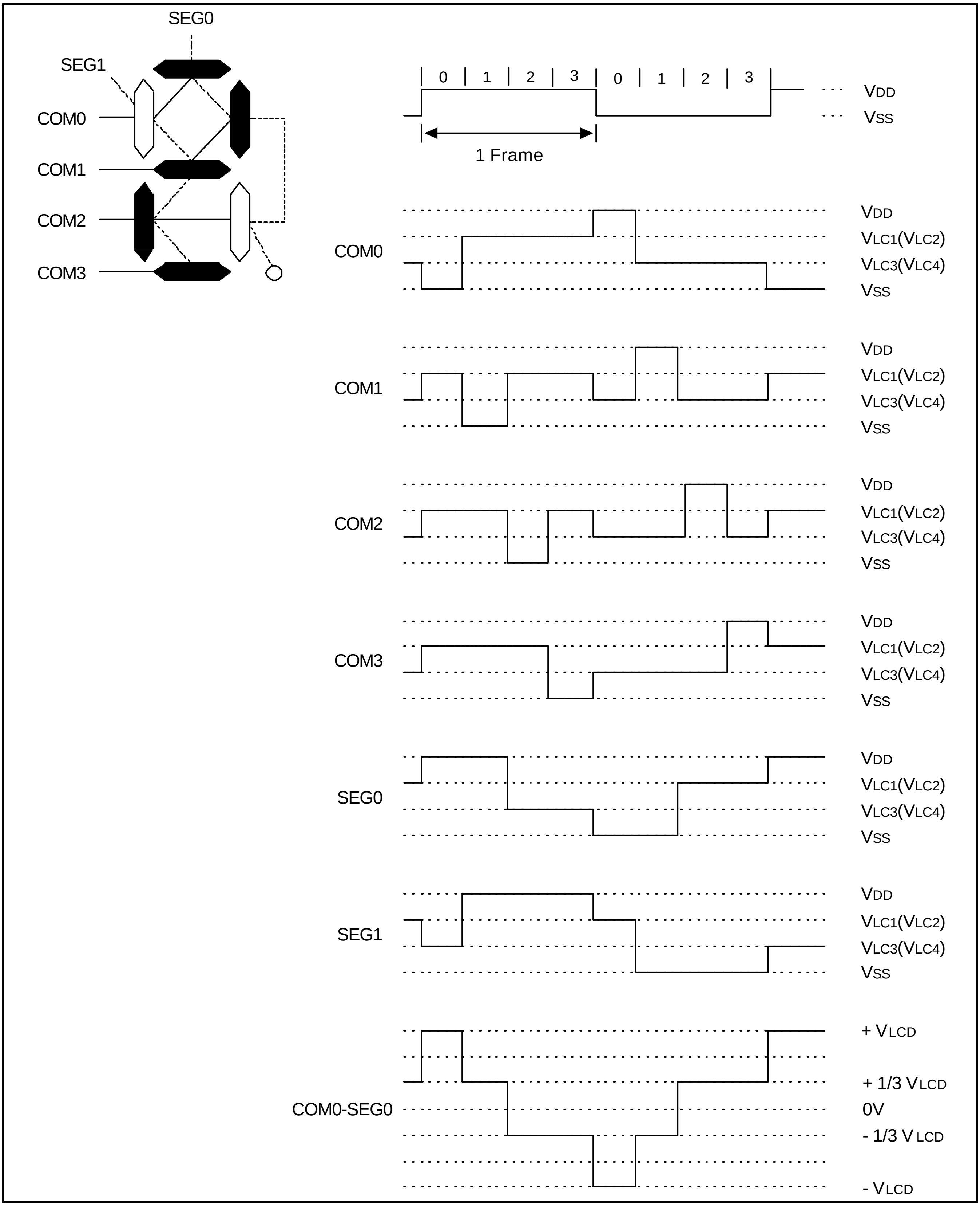


Figure 12-8. LCD Signal Waveforms (1/4 Duty, 1/3 Bias)

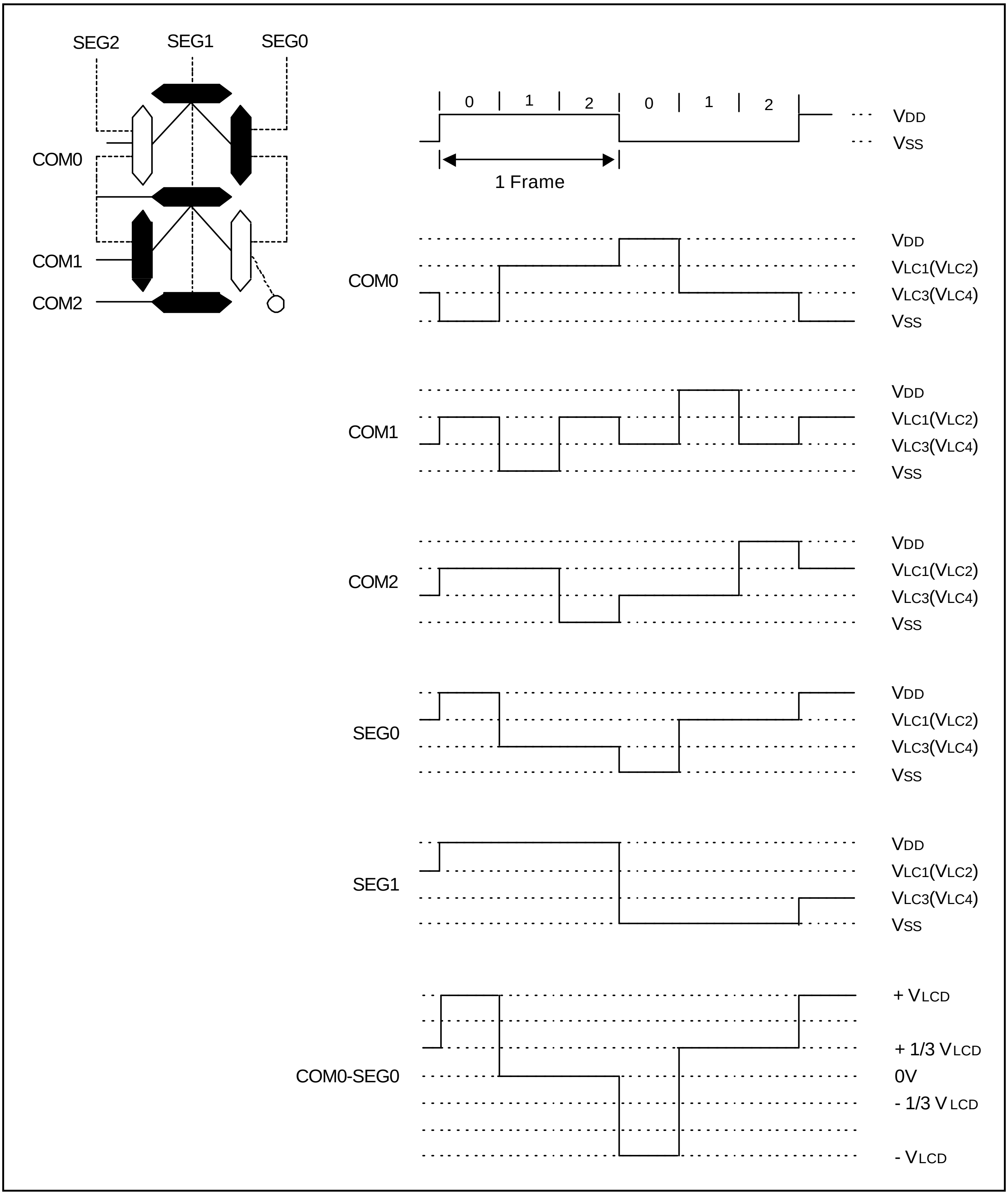


Figure 12-9. LCD Signal Waveforms (1/3 Duty, 1/3 Bias)

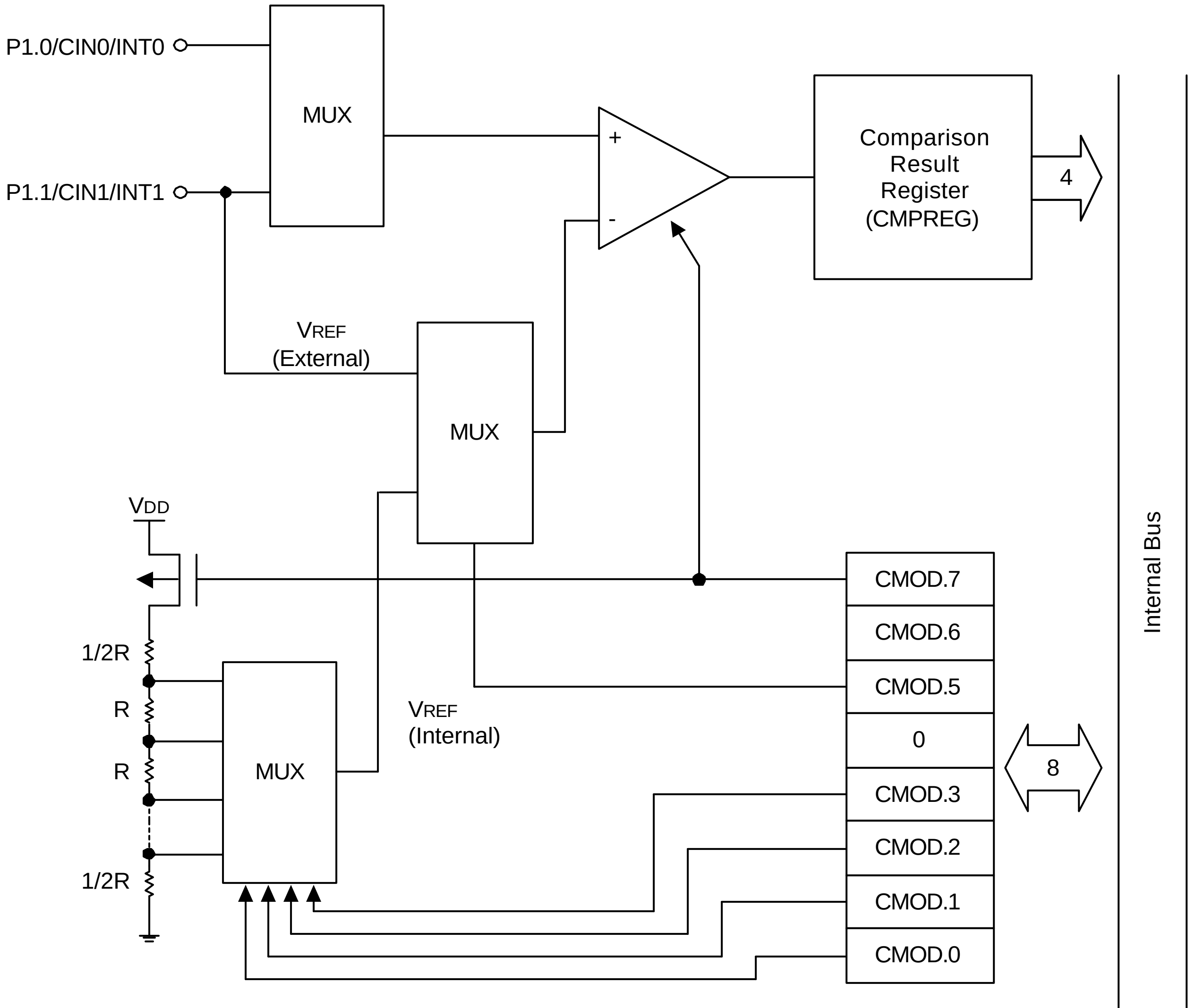
13 COMPARATOR

OVERVIEW

P1.0,and P1.1 can be used as a analog input port for a comparator. The reference voltage for the 2-channel comparator can be supplied either internally or externally at P1.0. When an internal reference voltage is used, two channels (P1.0–P1.1) are used for analog inputs and the internal reference voltage is varied in 16 levels. If an external reference voltage is input at P1.0, the other P1.1 pins are used for analog input.

When a conversion is completed, the result is saved in the comparison result register CMPREG. The initial values of the CMPREG are undefined and the comparator operation is disabled by a RESET. The comparator module has the following components:

— Comparator
— Internal reference voltage generator (4-bit resolution)
— External reference voltage source at P1.0
— Comparator mode register (CMOD)
— Comparison result register (CMPREG)



NOTES:

1. INT occures only for digital input selecting: for analog input, any INT doesn't.
2. The cpmparison results of CIN0, and CIN1 are respectively stored in CMPREG.0 and CMPREG.1.

Figure 13-1. Comparator Circuit Diagram

COMPARATOR MODE REGISTER (CMOD)

The comparator mode register CMOD is an 8-bit register that is used to select the operation mode of the comparator. It is mapped to addresses FD2H–FD3H and can be manipulated using 8-bit memory instructions. Based on the CMOD.5 bit setting, an internal or an external reference voltage is input for the comparator, as follows:

When CMOD.5 is set to logic zero:

— A reference voltage is selected by the CMOD.0 to CMOD.3 bit settings.

— P1.0 to P1.1 are used as analog input pins.

— The internal digital to analog converter generates 16 reference voltages.

— The comparator can detect 150 mV differences between the reference voltage and the analog input voltages.

— Comparator results are written into bit-0 to bit-2 of the comparison result register (CMPREG).

When CMOD.5 is set to logic one:

— An external reference voltage is supplied from P1.0/CIN0.

— P1.1 is used as the analog input pins.

— The comparator can detect 150 mV differences between the reference voltage and the analog input voltages.

— Bits 0 and 1 in the CMPREG register contain the results.

Bit 6 in the CMOD register controls conversion time while bit 7 enables or disables comparator operation to reduce power consumption. A RESET signal clears all bits to logic zero, causing the comparator to enter stop mode.

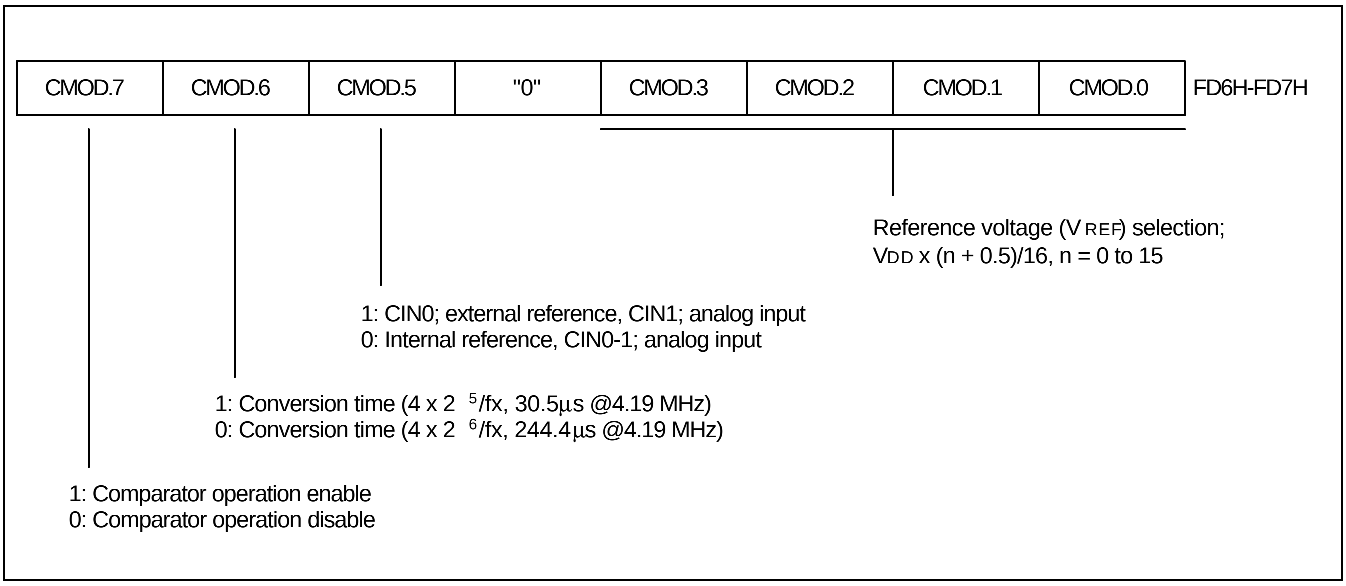


Figure 13-2. Comparator Mode Register (CMOD) Organization

PORT 1 MODE REGISTER (P1MOD)

P1MOD register settings determine if P1.0 and P1.1 are used for analog or digital input. The P1MOD register is 4-bit write-only register. P1MOD is mapped to address FE2H. A reset operation initializes all P1MOD register values to zero, configuring P1.0 and P1.1 as a digital input port.

FE2H	"0"	"0"	P1MOD.1	P1MOD.0

When a P1MOD bit is set to "0", the corresponding pin is configured as a digital input pin. When set to "1", it is configured as an analog input pin: P1MOD.0 for P1.0, and P1MOD.1 for P1.1.

COMPARATOR OPERATION

The comparator compares analog voltage input at CIN0–CIN2 with an external or internal reference voltage (V_{REF}) that is selected by the CMOD register. The result is written to the comparison result register CMPREG at address FD4H. The comparison result at internal reference is calculated as follows:

If "1" Analog input voltage $\geq V_{REF} + 150$ mV

If "0" Analog input voltage $\leq V_{REF} - 150$ mV

To obtain a comparison result, the data must be read out from the CMPREG register after V_{REF} is updated by changing the CMOD value after a conversion time has elapsed.

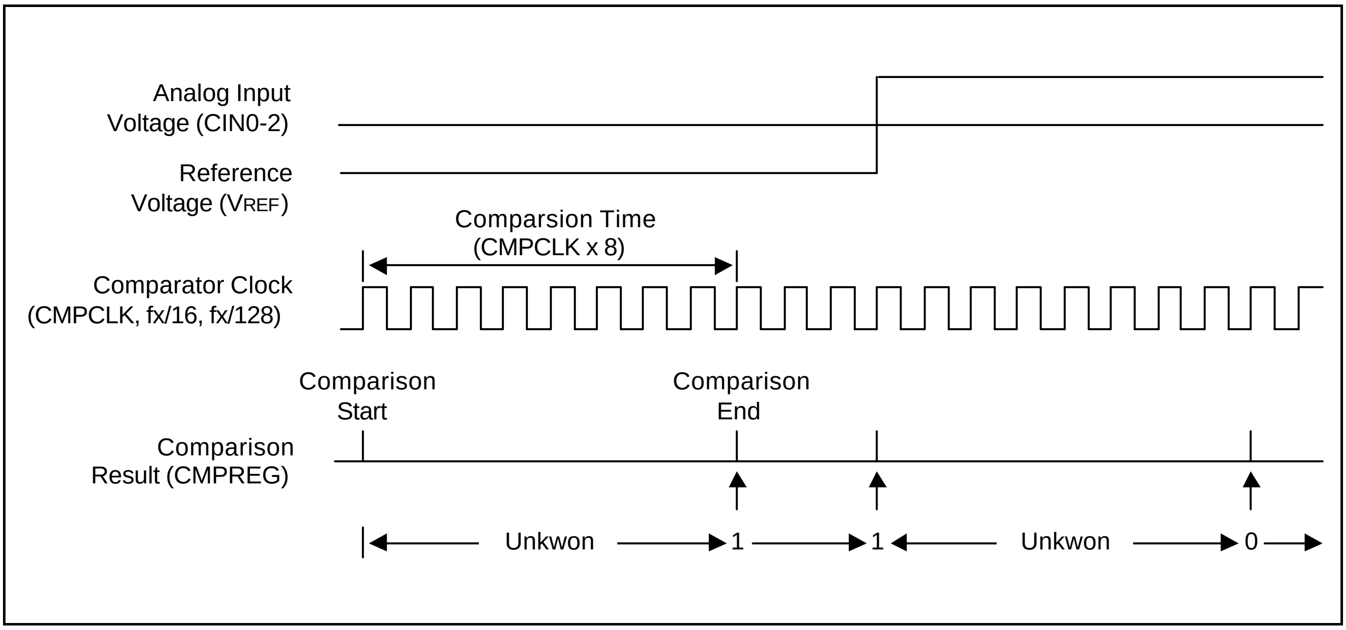


Figure 13-3. Conversion Characteristics

☞ PROGRAMMING TIP — Programming the Comparator

The following code converts the analog voltage input at the CIN0–CIN1 pins into 4-bit digital code.

```
        BITR    EMB
        LD      A,#0H
        LD      P1MOD,A         ;  Analog input selection (CIN0–CIN1)
        LD      EA,#0CXH        ;  x = 0–F, comparator enable
                                ;  Internal reference, conversion time (7.6 µs at 4.19 MHz)
        LD      CMOD,EA
        LD      A,#0H
WAIT    INCS    A
        JR      WAIT
        LD      A,CMPREG        ;  Read the result
        LD      P2,A            ;  Output the result from port 2
```

NOTES

14 SERIAL I/O INTERFACE

OVERVIEW

The serial I/O interface (SIO) has the following functional components:

— 8-bit mode register (SMOD)

— Clock selector circuit

— 8-bit buffer register (SBUF)

— 3-bit serial clock counter

Using the serial I/O interface, 8-bit data can be exchanged with an external device. The transmission frequency is controlled by making the appropriate bit settings to the SMOD register.

The serial interface can run off an internal or an external clock source, or the TOL0 signal that is generated by the 8-bit timer/counter, TC0. If the TOL0 clock signal is used, you can modify its frequency to adjust the serial data transmission rate.

SERIAL I/O OPERATION SEQUENCE

The general operation sequence of the serial I/O interface can be summarized as follows:

1. Set SIO mode to transmit-and-receive or to receive-only.
2. Select MSB-first or LSB-first transmission mode.
3. Set the SCK clock signal in the mode register, SMOD.
4. Set SIO interrupt enable flag (IES) to "1".
5. Initiate SIO transmission by setting bit 3 of the SMOD to "1".
6. When the SIO operation is complete, IRQS flag is set and an interrupt is generated.

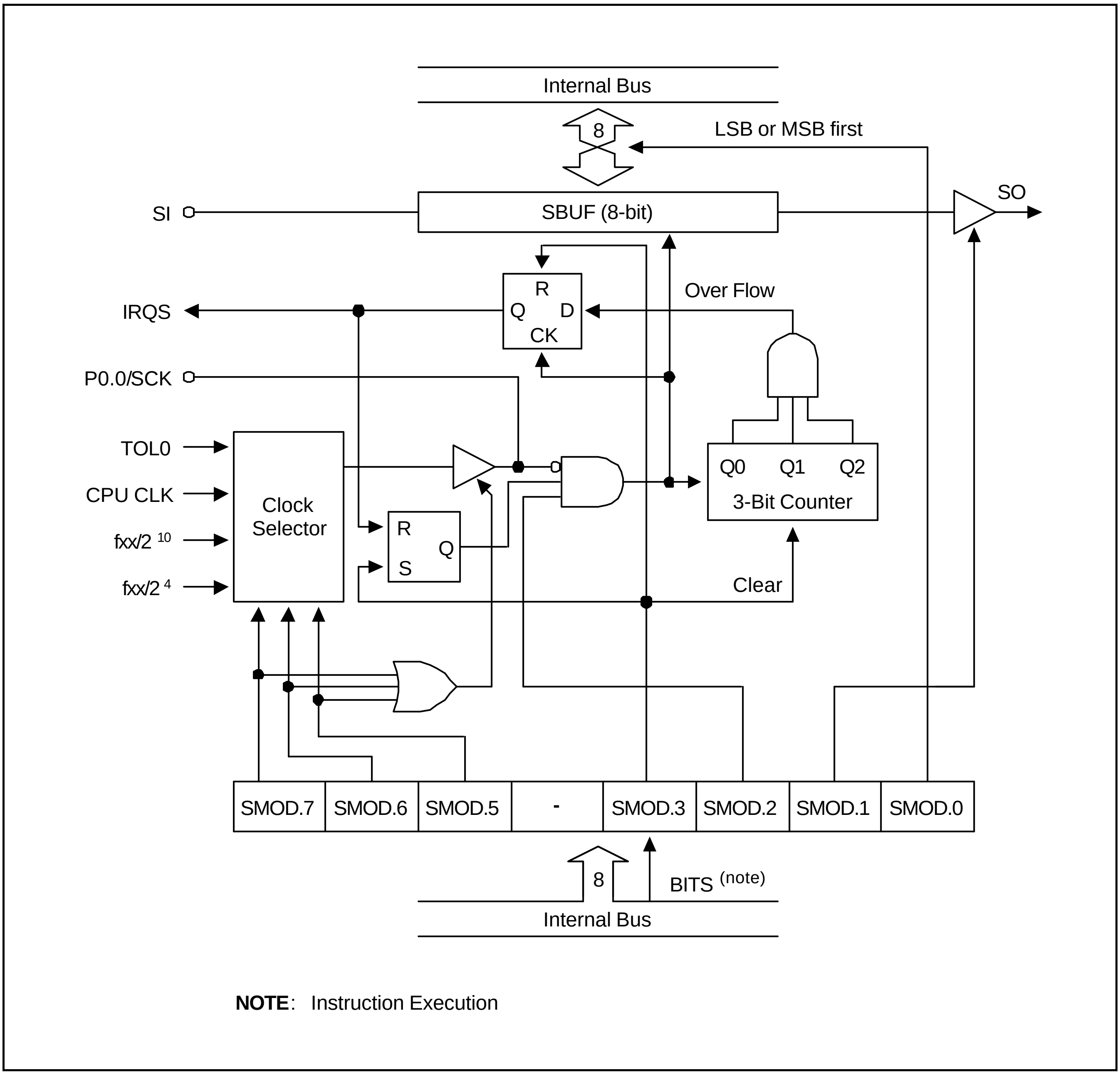


Figure 14-1. Serial I/O Interface Circuit Diagram

SERIAL I/O MODE REGISTER (SMOD)

The serial I/O mode register, SMOD, is an 8-bit register that specifies the operation mode of the serial interface. Its reset value is logical zero. SMOD is organized in two 4-bit registers, as follows:

FE0H	SMOD.3	SMOD.2	SMOD.1	SMOD.0
FE1H	SMOD.7	SMOD.6	SMOD.5	0

SMOD register settings enable you to select either MSB-first or LSB-first serial transmission, and to operate in transmit-and-receive mode or receive-only mode. SMOD is a write-only register and can be addressed only by 8-bit RAM control instructions. One exception to this is SMOD.3, which can be written by a 1-bit RAM control instruction. When SMOD.3 is set to 1, the contents of the serial interface interrupt request flag, IRQS, and the 3-bit serial clock counter are cleared, and SIO operations are initiated. When the SIO transmission starts, SMOD.3 is cleared to logical zero.

Table 14-1. SIO Mode Register (SMOD) Organization

SMOD.0	0	Most significant bit (MSB) is transmitted first
	1	Least significant bit (LSB) is transmitted first
SMOD.1	0	Receive-only mode
	1	Transmit-and-receive mode
SMOD.2	0	Disable the data shifter and clock counter; retain contents of IRQS flag when serial transmission is halted
	1	Enable the data shifter and clock counter; set IRQS flag to "1" when serial transmission is halted
SMOD.3	1	Clear IRQS flag and 3-bit clock counter to "0"; initiate transmission and then reset this bit to logic zero
SMOD.4	0	Bit not used; value is always "0"

SMOD.7	SMOD.6	SMOD.5	Clock Selection	R/W Status of SBUF
0	0	0	External clock at SCK pin	SBUF is enabled when SIO operation is halted or when SCK goes high.
0	0	1	Use TOL0 clock from TC0	
0	1	x	CPU clock: fxx/4, fxx/8, fxx/64	Enable SBUF read/write
1	0	0	4.09 kHz clock: $fxx/2^{10}$	SBUF is enabled when SIO operation is halted or when SCK goes high.
1	1	1	262 kHz clock: $fxx/2^{4}$	

NOTES:
1. 'fxx' = system clock; 'x' means 'don't care'.
2. kHz frequency ratings assume a system clock (fxx) running at 4.19 MHz.
3. The SIO clock selector circuit cannot select a $fxx/2^{4}$ clock if the CPU clock is fxx/64.
4. It must be selected MSB-first or LSB-first transmission mode before loading a data to SBUF.

SERIAL I/O TIMING DIAGRAMS

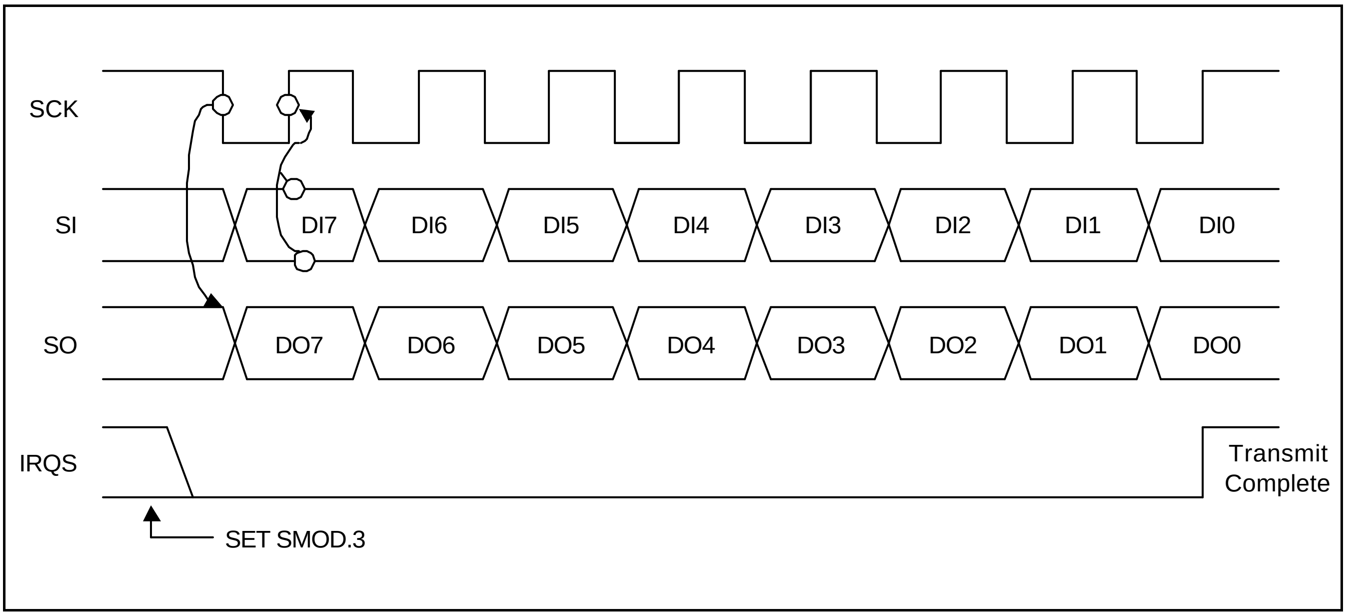


Figure 14-2. SIO Timing in Transmit/Receive Mode

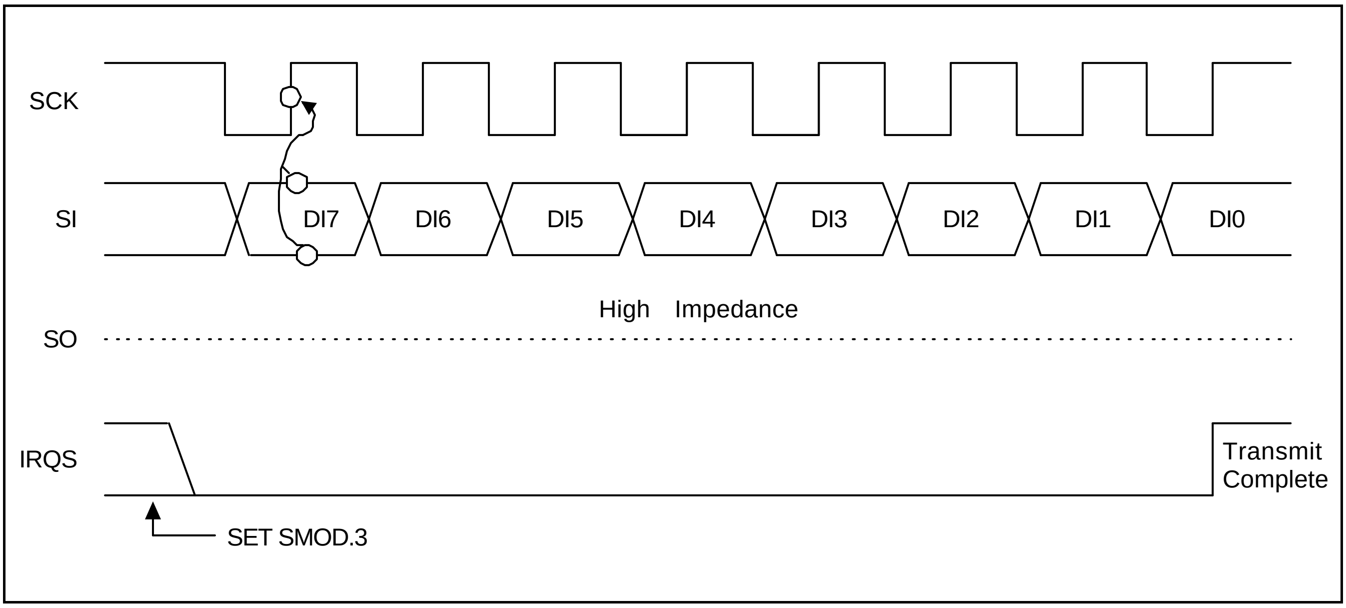


Figure 14-3. SIO Timing in Receive-Only Mode

SERIAL I/O BUFFER REGISTER (SBUF)

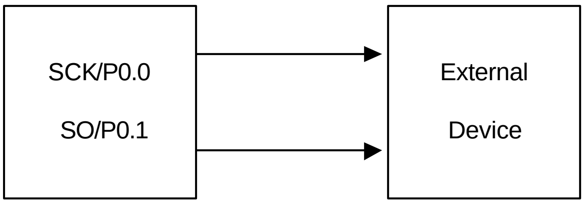
The serial I/O buffer register ,SBUF, can be read or written using 8-bit RAM control instructions. Following a RESET, the value of SBUF is undetermined.

When the serial interface operates in transmit-and-receive mode (SMOD.1 = "1"), transmit data in the SIO buffer register are output to the SO pin (P0.1) at the rate of one bit for each falling edge of the SIO clock. Receive data are simultaneously input from the SI pin (P0.2) to SBUF at the rate of one bit for each rising edge of the SIO clock. When receive-only mode is used, incoming data are input to the SIO buffer at the rate of one bit for each rising edge of the SIO clock.

☞ PROGRAMMING TIP — Setting Transmit/Receive Modes for Serial I/O

1. Transmit the data value 48H through the serial I/O interface using an internal clock frequency of $fxx/2^4$ and in MSB-first mode:

```
        BITS    EMB
        SMB     15
        LD      EA,#03H
        LD      PMG1,EA         ;  P0.0/SCK and P0.1 / SO  ←  Output
        LD      EA,#48H
        LD      SBUF,EA
        LD      EA,#0EEH
        LD      SMOD,EA         ;  SIO data transfer
```



[S3C72K8]

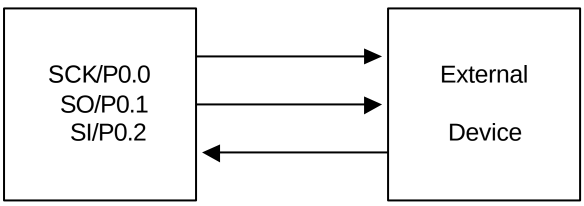
2. Use CPU clock to transfer and receive serial data at high speed:

```
        BITR    EMB
        LD      EA,#03H
        LD      PMG1,EA         ;  P0.0/SCK and P0.1/SO  ← Output, P0.2/SI  ←  Input
        LD      EA,TDATA        ;  TDATA address = Bank0 (20H–7FH)
        LD      SBUF,EA
        LD      EA,#4FH
        LD      SMOD,EA         ;  SIO start
        BITR    IES
STEST   BTSTZ   IRQS
        JR      STEST
        LD      EA,SBUF
        SMB     0
        LD      RDATA,EA        ;  RDATA address = Bank0 (20H–7FH)
```

☞ PROGRAMMING TIP — Setting Transmit/Receive Modes for Serial I/O (Continued)

3. Transmit and receive an internal clock frequency of 4.09 kHz (at 4.19 MHz) in LSB-first mode:

```
        BITR    EMB
        LD      EA,#03H
        LD      PMG1,EA         ; P0.0/SCK and P0.1/SO ← Output, P0.2/SI ← Input
        LD      EA,TDATA        ; TDATA address = Bank0 (20H–7FH)
        LD      SBUF,EA
        LD      EA,#8FH
        LD      SMOD,EA         ; SIO start
        EI
        BITS    IES
                .
                .
INTS    PUSH    SB              ; Store SMB, SRB
        PUSH    EA              ; Store EA
        BITR    EMB
        LD      EA,TDATA        ; EA ← Transmit data
                                ; TDATA address = Bank0 (20H–7FH)
        XCH     EA,SBUF         ; Transmit data ↔ Receive data
        LD      RDATA,EA        ; RDATA address = Bank0 (20H–7FH)
        BITS    SMOD.3          ; SIO start
        POP     EA
        POP     SB
        IRET
```

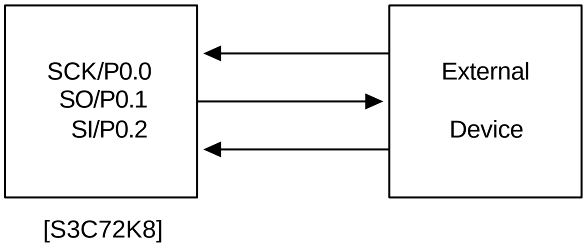


[S3C72K8]

☞ PROGRAMMING TIP — Setting Transmit/Receive Modes for Serial I/O (Continued)

4. Transmit and receive an external clock in LSB-first mode:

```
        BITR    EMB
        LD      EA,#02H
        LD      PMG1,EA         ;   P0.1/SO ← Output, P0.0/SCK and P0.2/SI ← Input
        LD      EA,TDATA        ;   TDATA address = Bank0 (20H–7FH)
        LD      SBUF,EA
        LD      EA,#0FH
        LD      SMOD,EA         ;   SIO start
        EI
        BITS    IES
                .
                .
INTS    PUSH    SB              ;   Store SMB, SRB
        PUSH    EA              ;   Store EA
        BITR    EMB
        LD      EA,TDATA        ;   EA ← Transmit data
                                ;   TDATA address = Bank0 (20H–7FH)
        XCH     EA,SBUF         ;   Transmit data ↔ Receive data
        LD      RDATA,EA        ;   RDATA address = Bank0 (20H–7FH)
        BITS    SMOD.3          ;   SIO start
        POP     EA
        POP     SB
        IRET
```



High Speed SIO Transmission

NOTES

15 ELECTRICAL DATA

OVERVIEW

In this section, information on S3C72K8 electrical characteristics is presented as tables and graphics. The information is arranged in the following order:

Standard Electrical Characteristics

— Absolute maximum ratings

— D.C. electrical characteristics

— Main system clock oscillator characteristics

— Subsystem clock oscillator characteristics

— I/O capacitance

— Comparator electrical characteristics

— A.C. electrical characteristics

— Operating voltage range

Stop Mode Characteristics and Timing Waveforms

— RAM data retention supply voltage in stop mode

— Stop mode release timing when initiated by RESET

— Stop mode release timing when initiated by an interrupt request

Miscellaneous Timing Waveforms

— A.C timing measurement points

— Clock timing measurement at X_{IN}

— Clock timing measurement at XT_{IN}

— TCL timing

— Input timing for RESET signal

— Input timing for external interrupts

— Serial data transfer timing

Table 15-1. Absolute Maximum Ratings

(T_A = 25 °C)

Parameter	Symbol	Conditions	Rating	Units
Supply Voltage	V_{DD}	–	– 0.3 to + 6.5	V
Input Voltage	V_{I1}	All I/O pins active	– 0.3 to V_{DD} + 0.3	V
Output Voltage	V_O	–	– 0.3 to V_{DD} + 0.3	V
Output Current High	I_{OH}	One I/O pin active	– 15	mA
		All I/O pins active	– 35	
Output Current Low	I_{OL}	One I/O pin active	+ 30 (Peak value)	mA
			+ 15 (note)	
		All I/O port, total	+ 100 (Peak value)	
			+ 60 (note)	
Operating Temperature	T_A	–	– 40 to + 85	°C
Storage Temperature	T_{stg}	–	– 65 to + 150	°C

NOTE: The values for Output Current Low (I_{OL}) are calculated as Peak Value $\times \sqrt{Duty}$.

Table 15-2. D.C. Electrical Characteristics

(T_A = – 40 °C to + 85 °C, V_{DD} = 2.0 V to 5.5 V)

Parameter	Symbol	Conditions	Min	Typ	Max	Units
Input High Voltage	V_{IH1}	Ports 2, 3, P4.0 and P4.2	0.7 V_{DD}	–	V_{DD}	V
	V_{IH2}	Ports 0, 1, P4.1 and RESET	0.8 V_{DD}		V_{DD}	
	V_{IH3}	X_{IN}, X_{OUT} and XT_{IN}	V_{DD} – 0.1		V_{DD}	
Input Low Voltage	V_{IL1}	Ports 2, 3, P4.0 and P4.2	–	–	0.3 V_{DD}	V
	V_{IL2}	Ports 0, 1, P4.1 and RESET			0.2 V_{DD}	
	V_{IL3}	X_{IN}, X_{OUT} and XT_{IN}			0.1	
Output High Voltage	V_{OH1}	V_{DD} = 4.5 V to 5.5 V I_{OH} = – 3 mA Ports 0, 2, 3 and 4	V_{DD} – 2.0	V_{DD} – 0.4	–	V
	V_{OH2}	V_{DD} = 4.5 V to 5.5 V I_{OH} = – 100 µA Ports 5	V_{DD} – 2.0	–	–	
Output Low Voltage	V_{OL1}	V_{DD} = 4.5 V to 5.5 V I_{OL} = 15 mA Ports 0, 2, 3 and 4	–	0.4	2	V
	V_{OL2}	V_{DD} = 4.5 V to 5.5 V I_{OH} = – 100 µA Ports 5	–	–	1	
Input High Leakage Current	I_{LIH1}	$V_{IN} = V_{DD}$ All input pins except those specified below for I_{LIH2}	–	–	3	µA
	I_{LIH2}	$V_{IN} = V_{DD}$ X_{IN}, X_{OUT} and XT_{IN}			20	
Input Low Leakage Current	I_{LIL1}	V_{IN} = 0 V All input pins except X_{IN}, X_{OUT}, XT_{IN}, and RESET	–	–	– 3	µA
	I_{LIL2}	V_{IN} = 0 V X_{IN}, X_{OUT} and XT_{IN}			– 20	
Output High Leakage Current	I_{LOH}	$V_O = V_{DD}$ All output pins	–	–	3	µA
Output Low Leakage Current	I_{LOL}	V_O = 0 V All output pins	–	–	– 3	µA

Table 15-2. D.C. Electrical Characteristics (Continued)

(T_A = – 40 °C to + 85 °C, V_{DD} = 2.0 V to 5.5 V)

Parameter	Symbol	Conditions	Min	Typ	Max	Units
Pull-Up Resistor	R_{LI}	V_{IN} = 0 V; V_{DD} = 5 V ± 10 % Ports 0-4	15	40	80	kΩ
		V_{DD} = 3 V ± 10 %	30	80	200	
	R_{L2}	V_{IN} = 0 V; V_{DD} = 5 V ± 10 % RESET	150	220	350	
		V_{DD} = 3 V ± 10 %	300	400	800	
LCD Voltage Dividing Resistor	R_{LCD}	–	40	60	90	kΩ
|V_{DD}-COMi| Voltage Drop (i = 0-7)	V_{DC}	V_{DD} = 2.7 V to 5.5 V – 15 µA per common pin	–	–	120	mV
|V_{DD}-SEGx| Voltage Drop (x = 0-39)	V_{DS}	V_{DD} = 2.7 V to 5.5 V – 15 µA per segment pin	–	–	120	
V_{LC1} Output Voltage	V_{LC2}	V_{DD} = 2.0 V to 5.5 V (1) LCD clock = 0 Hz, V_{LC5} = 0 V	0.8 V_{DD} – 0.2	0.8 V_{DD}	0.8 V_{DD} + 0.2	V
V_{LC2} Output Voltage	V_{LC3}		0.6 V_{DD} – 0.2	0.6 V_{DD}	0.6 V_{DD} + 0.2	
V_{LC3} Output Voltage	V_{LC4}		0.4 V_{DD} – 0.2	0.4 V_{DD}	0.4 V_{DD} + 0.2	
V_{LC4} Output Voltage	V_{LC5}		0.2 V_{DD} – 0.2	0.2 V_{DD}	0.2 V_{DD} + 0.2	

Table 15-2. D.C. Electrical Characteristics (Concluded)

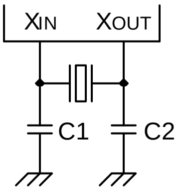
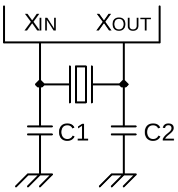
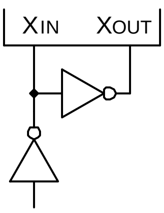
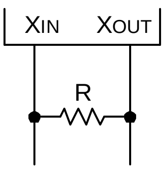
(T_A = – 40 °C to + 85 °C, V_{DD} = 2.0 V to 5.5 V)

Parameter	Symbol	Conditions		Min	Typ	Max	Units
Supply Current [1]	I_{DD1} [2]	V_{DD} = 5 V ± 10% Crystal oscillator C1 = C2 = 22 pF	6.0 MHz 4.19 MHz	–	3.5 2.5	8.0 5.5	mA
		V_{DD} = 3 V ± 10%	6.0 MHz 4.19 MHz		1.8 1.3	4.0 3.0	
	I_{DD2} [2]	Idle mode V_{DD} = 5 V ± 10% Crystal oscillator C1 = C2 = 22 pF	6.0 MHz 4.19 MHz		1.3 1.2	2.5 1.8	
		V_{DD} = 3 V ± 10%	6.0 MHz 4.19 MHz		0.5 0.4	1.5 1.0	
	I_{DD3} [3]	V_{DD} = 3 V ± 10% 32 kHz crystal oscillator		–	15	30	μA
	I_{DD4} [3]	Idle mode; V_{DD} = 3 V ± 10% 32 kHz crystal oscillator			6	15	
	I_{DD5}	Stop mode; V_{DD} = 5 V ± 10%	SCMOD = 0000B XT_{IN} = 0V		2.5	5	
		Stop mode; V_{DD} = 3 V ± 10%			0.5	3	
		V_{DD} = 5 V ± 10%	SCMOD = 0100B		0.2	3	
		V_{DD} = 3 V ± 10%			0.1	2	

NOTES:
1. Currents in the following circuits are not included; on-chip pull-up resistors, internal LCD voltage dividing resistors, output port drive currents, comparator.
2. Data includes power consumption for subsystem clock oscillation.
3. When the system clock control register, SCMOD, is set to 1001B, main system clock oscillation stops and the subsystem clock is used.
4. Every values in this table is measured when the power control register (PCON) is set to "0011B".

Table 15-3. Main System Clock Oscillator Characteristics

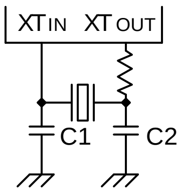
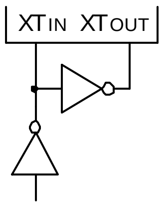
(T_A = – 40 °C + 85 °C, V_{DD} = 2.0 V to 5.5 V)

Oscillator	Clock Configuration	Parameter	Test Condition	Min	Typ	Max	Units
Ceramic Oscillator		Oscillation frequency (1)	–	0.4	–	6.0	MHz
		Stabilization time (2)	Stabilization occurs when V_{DD} is equal to the minimum oscillator voltage range.	–	–	4	ms
Crystal Oscillator		Oscillation frequency (1)	–	0.4	–	6.0	MHz
		Stabilization time (2)	V_{DD} = 4.5 V to 5.5 V	–	–	10	ms
			V_{DD} = 2.7 V to 4.5 V	–	–	30	
External Clock		X_{IN} input frequency (1)	–	0.4	–	6.0	MHz
		X_{IN} input high and low level width (t_{XH}, t_{XL})	–	83.3	–	1250	ns
RC Oscillator		Frequency	R = 10 kΩ, V_{DD} = 5 V	–	2	–	MHz
			R = 30 kΩ, V_{DD} = 3 V	–	1	–	

NOTES:
1. Oscillation frequency and X_{IN} input frequency data are for oscillator characteristics only.
2. Stabilization time is the interval required for oscillating stabilization after a power-on occurs, or when stop mode is terminated.

Table 15-4. Subsystem Clock Oscillator Characteristics

(T_A = – 40 °C + 85 °C, V_{DD} = 2.0 V to 5.5 V)

Oscillator	Clock Configuration	Parameter	Test Condition	Min	Typ	Max	Units
Crystal Oscillator		Oscillation frequency (1)	–	32	32.768	35	kHz
		Stabilization time (2)	V_{DD} = 4.5 V to 5.5 V	–	1.0	2	s
			V_{DD} = 2.0 V to 4.5 V	–	–	10	
External Clock		XT_{IN} input frequency (1)	–	32	–	100	kHz
		XT_{IN} input high and low level width (t_{XTL}, t_{XTH})	–	5	–	15	µs

NOTES:
1. Oscillation frequency and XT_{IN} input frequency data are for oscillator characteristics only.
2. Stabilization time is the interval required for oscillating stabilization after a power-on occurs.

Table 15-5. Input/Output Capacitance

(T_A = 25 °C, V_{DD} = 0 V)

Parameter	Symbol	Condition	Min	Typ	Max	Units
Input Capacitance	C_{IN}	f = 1 MHz; Unmeasured pins are returned to V_{SS}	–	–	15	pF
Output Capacitance	C_{OUT}		–	–	15	pF
I/O Capacitance	C_{IO}		–	–	15	pF

Table 15-6. Comparator Electrical Characteristics

(T_A = – 40 °C + 85 °C, V_{DD} = 4.0 V to 5.5 V)

Parameter	Symbol	Condition	Min	Typ	Max	Units
Input Voltage Range	–	–	0	–	V_{DD}	V
Reference Voltage Range	V_{REF}		0		V_{DD}	V
Input Voltage Accuracy	V_{CIN}		–		± 150	mV
Input Leakage Current	I_{CIN}, I_{REF}		– 3		3	µA

Table 15-7. A.C. Electrical Characteristics

(T_A = – 40 °C to + 85 °C, V_{DD} = 2.0 V to 5.5 V)

Parameter	Symbol	Conditions	Min	Typ	Max	Units
Instruction Cycle Time (note)	t_{CY}	V_{DD} = 2.7 V to 5.5 V	0.67	–	64	µs
		V_{DD} = 2.0 V to 5.5 V	0.95	–	64	
		With subsystem clock (fxt)	114	122	125	
TCL0 Input Frequency	f_{TI0}, f_{TI1}	V_{DD} = 2.7 V to 5.5 V	0	–	1.5	MHz
		V_{DD} = 2.0 V to 5.5 V			1	
TCL0 Input High, Low Width	t_{TIH0}, t_{TIL0} t_{TIH1}, t_{TIL1}	V_{DD} = 2.7 V to 5.5 V	0.48	–	–	µs
		V_{DD} = 2.0 V to 5.5 V	1.8			
SCK Cycle Time	t_{KCY}	V_{DD} = 2.7 V to 5.5 V External SCK source	800	–	–	ns
		Internal SCK source	650			
		V_{DD} = 2.0 V to 5.5 V External SCK source	3200			
		Internal SCK source	3800			
SCK High, Low Width	t_{KH}, t_{KL}	V_{DD} = 2.7 V to 5.5 V External SCK source	325	–	–	ns
		Internal SCK source	$t_{KCY}/2 – 50$			
		V_{DD} = 2.0 V to 5.5 V External SCK source	1600			
		Internal SCK source	$t_{KCY}/2 – 150$			
SI Setup Time to SCK High	t_{SIK}	V_{DD} = 2.7 V to 5.5 V External SCK source	100	–	–	ns
		Internal SCK source	150			
		V_{DD} = 2.0 V to 5.5 V External SCK source	150			
		Internal SCK source	500			
SI Hold Time to SCK High	t_{KSI}	V_{DD} = 2.7 V to 5.5 V External SCK source	400	–	–	ns
		Internal SCK source	400			
		V_{DD} = 2.0 V to 5.5 V External SCK source	600			
		Internal SCK source	500			

NOTE: Unless otherwise specified, Instruction Cycle Time condition values assume a main system clock (fx) source.

Table 15-7. A.C. Electrical Characteristics (Continued)

(T_A = – 40 °C to + 85 °C, V_{DD} = 2.0 V to 5.5 V)

Parameter	Symbol	Conditions	Min	Typ	Max	Units
Output Delay for SCK to SO	t_{KSO}	V_{DD} = 2.7 V to 5.5 V External SCK source	–	–	300	ns
		Internal SCK source			250	
		V_{DD} = 2.0 V to 5.5 V External SCK source			1000	
		Internal SCK source			1000	
Interrupt Input High, Low Width	t_{INTH}, t_{INTL}	INT0, INT1, INT2, INT4, K0–K3	10	–	–	µs
RESET Input Low Width	t_{RSL}	Input	10	–	–	µs

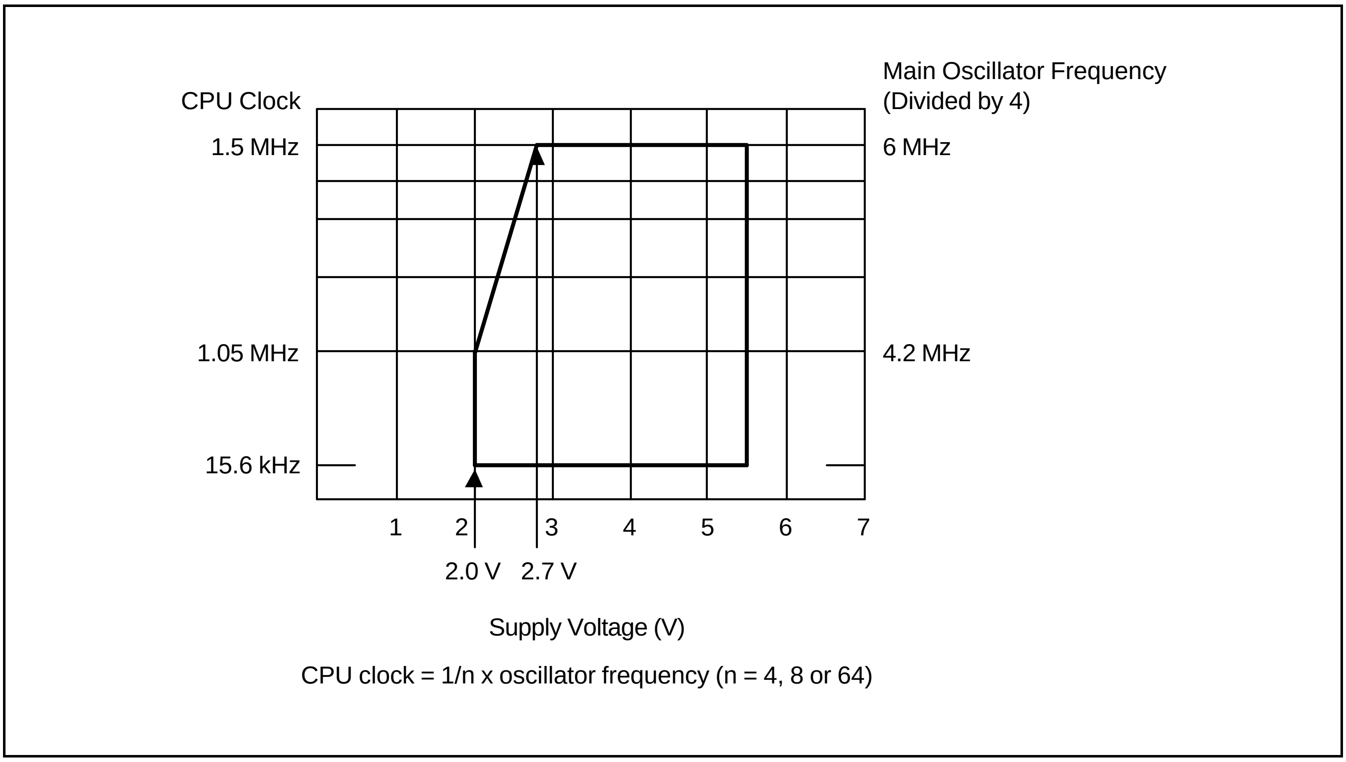


Figure 15-1. Standard Operating Voltage Range

Table 15-8. RAM Data Retention Supply Voltage in Stop Mode

(T_A = – 40 °C to + 85 °C)

Parameter	Symbol	Conditions	Min	Typ	Max	Unit
Data retention supply voltage	V_{DDDR}	–	2.0	–	5.5	V
Data retention supply current	I_{DDDR}	V_{DDDR} = 2.0 V	–	0.1	10	μA
Release signal set time	t_{SREL}	–	0	–	–	μs
Oscillator stabilization wait time (1)	t_{WAIT}	Released by RESET	–	2^{17} / fx	–	ms
		Released by interrupt	–	(2)	–	

NOTES:
1. During oscillator stabilization wait time, all CPU operations must be stopped to avoid instability during oscillator start-up.
2. Use the basic timer mode register (BMOD) interval timer to delay execution of CPU instructions during the wait time.

TIMING WAVEFORMS

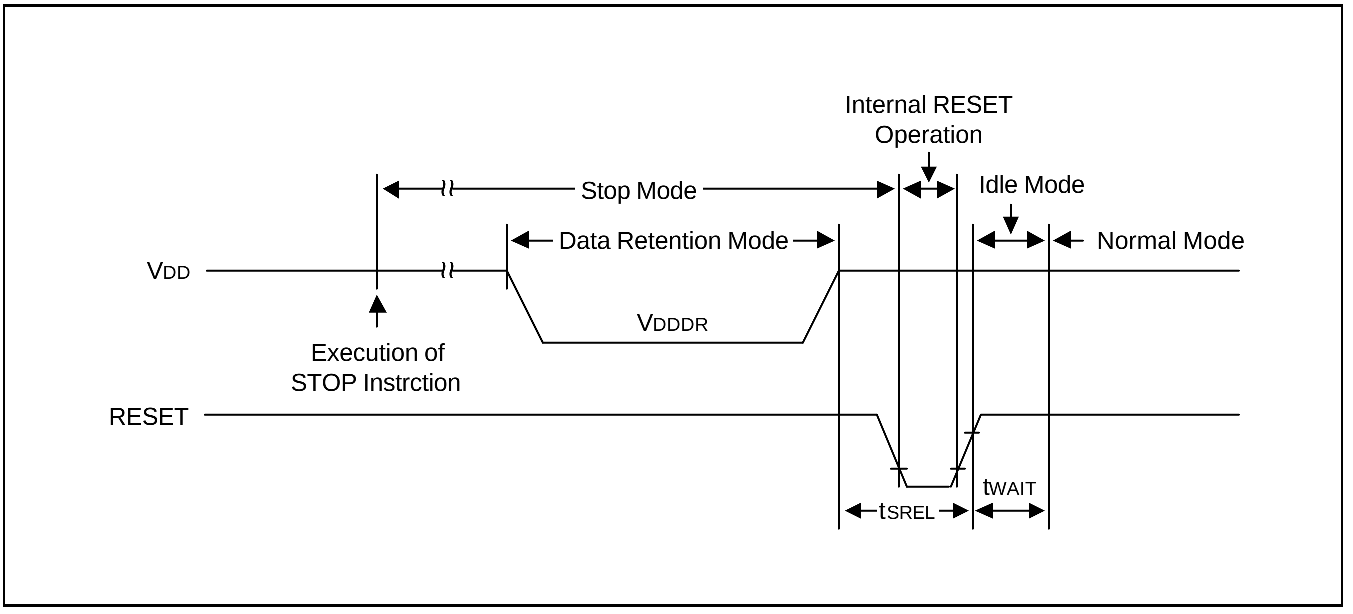


Figure 15-2. Stop Mode Release Timing When Initiated By RESET

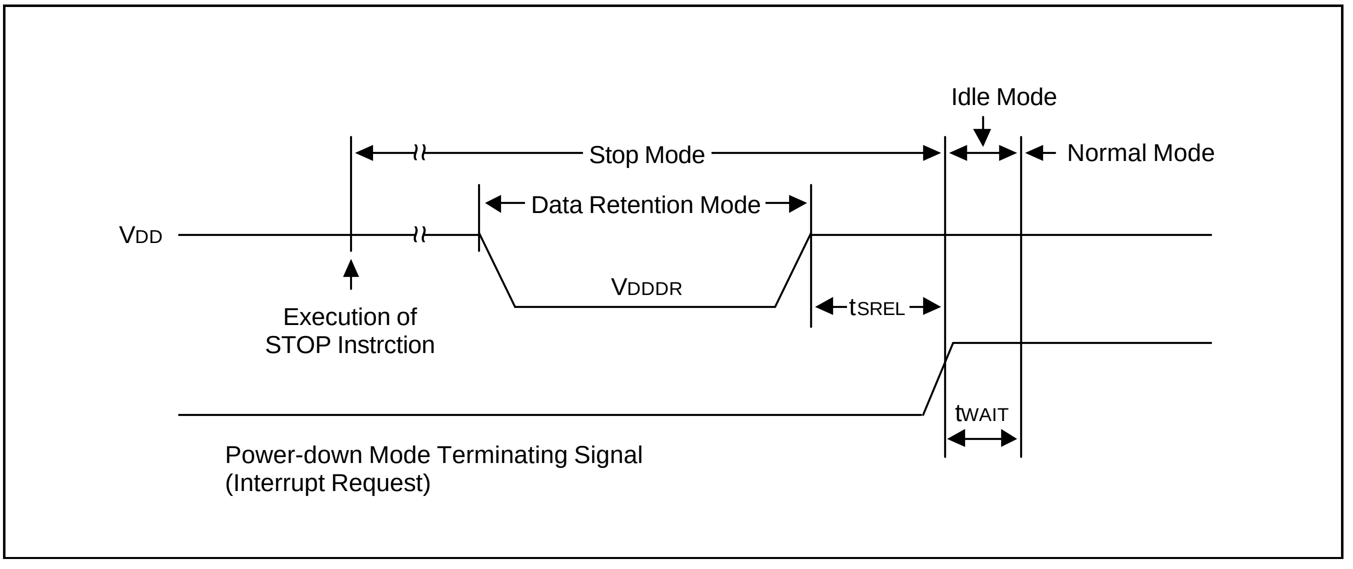


Figure 15-3. Stop Mode Release Timing When Initiated By Interrupt Request

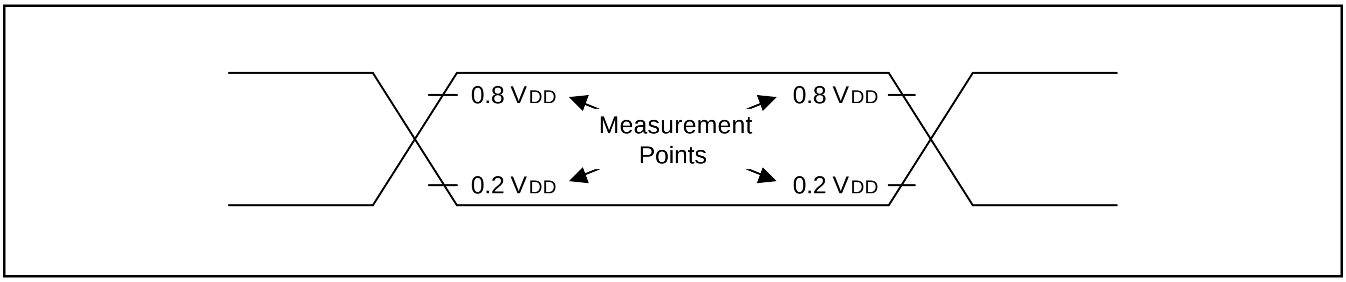


Figure 15-4. A.C. Timing Measurement Points (Except for X_{IN} and XT_{IN})

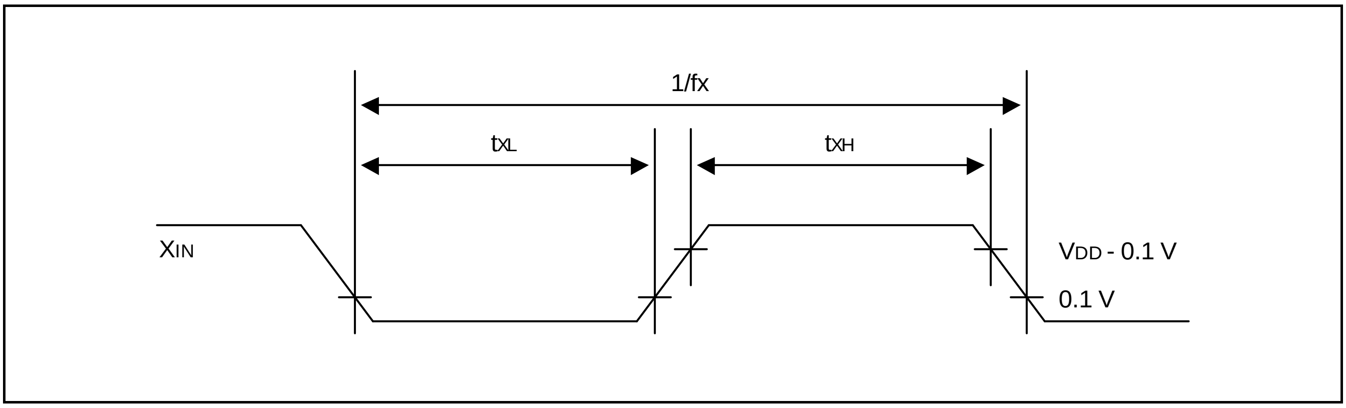


Figure 15-5. Clock Timing Measurement at X_{IN}

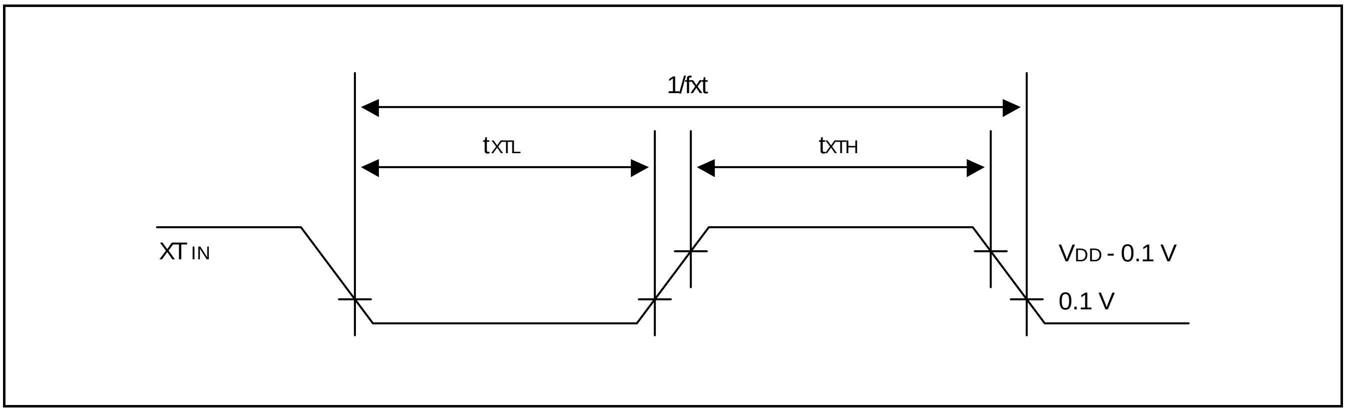


Figure 15-6. Clock Timing Measurement at XT_{IN}

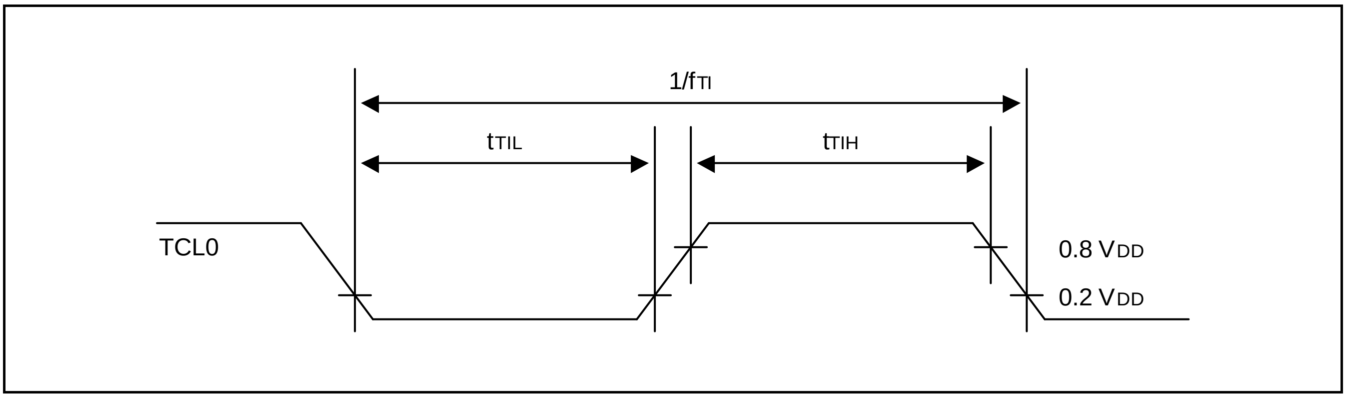


Figure 15-7. TCL Timing

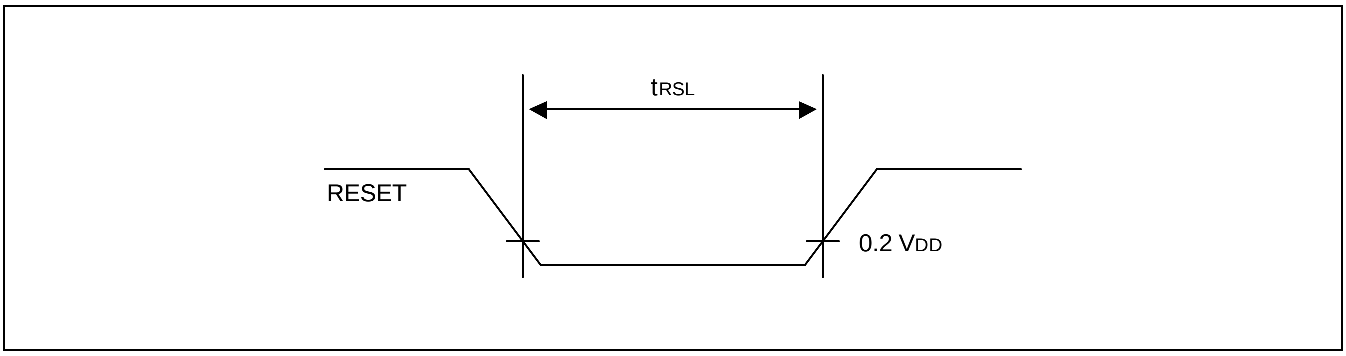


Figure 15-8. Input Timing for RESET Signal

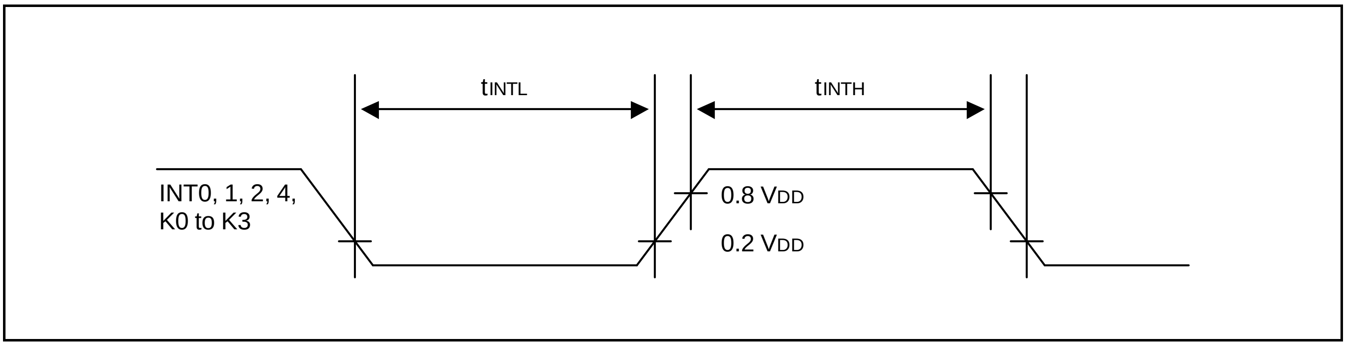


Figure 15-9. Input Timing for External Interrupts and Quasi-Interrupts

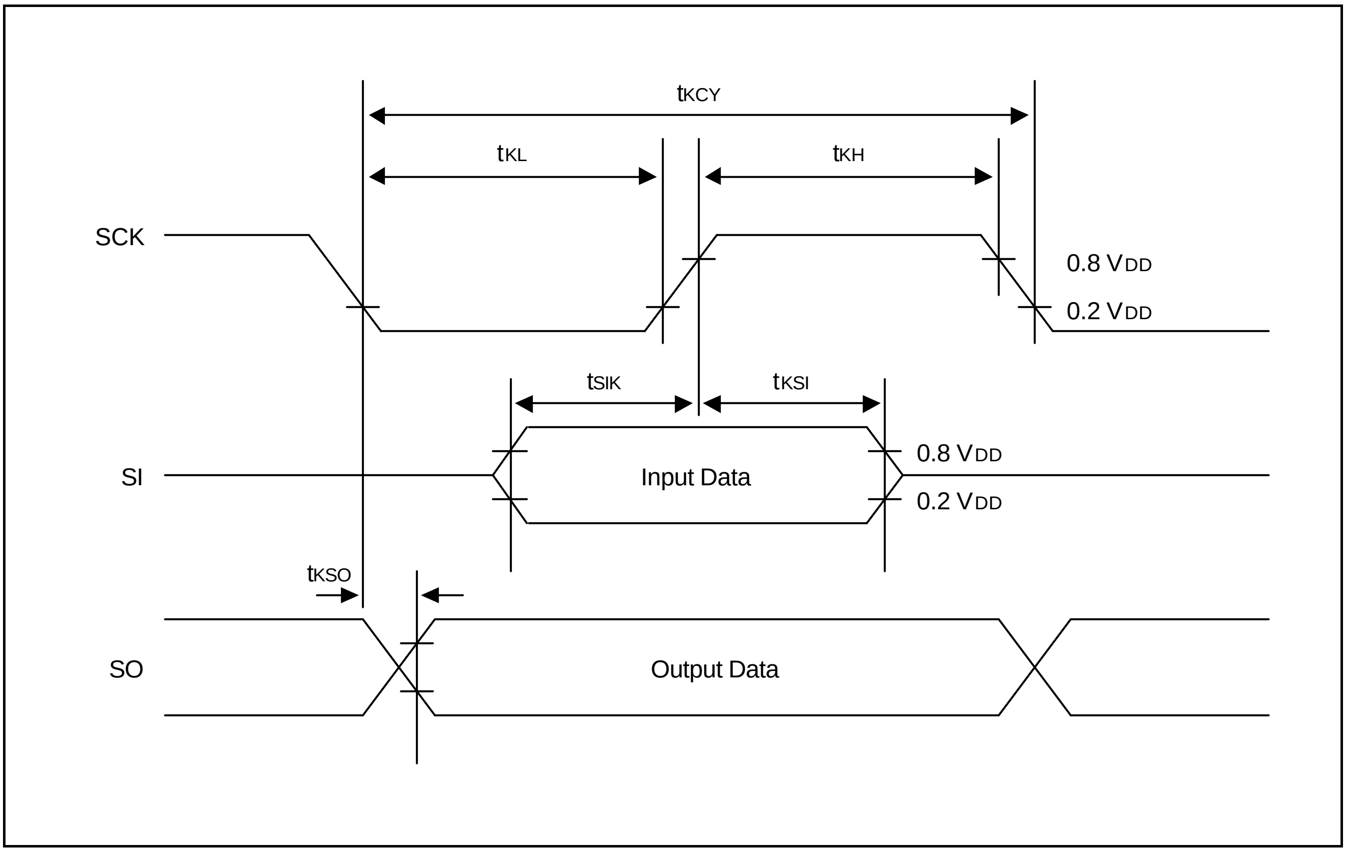


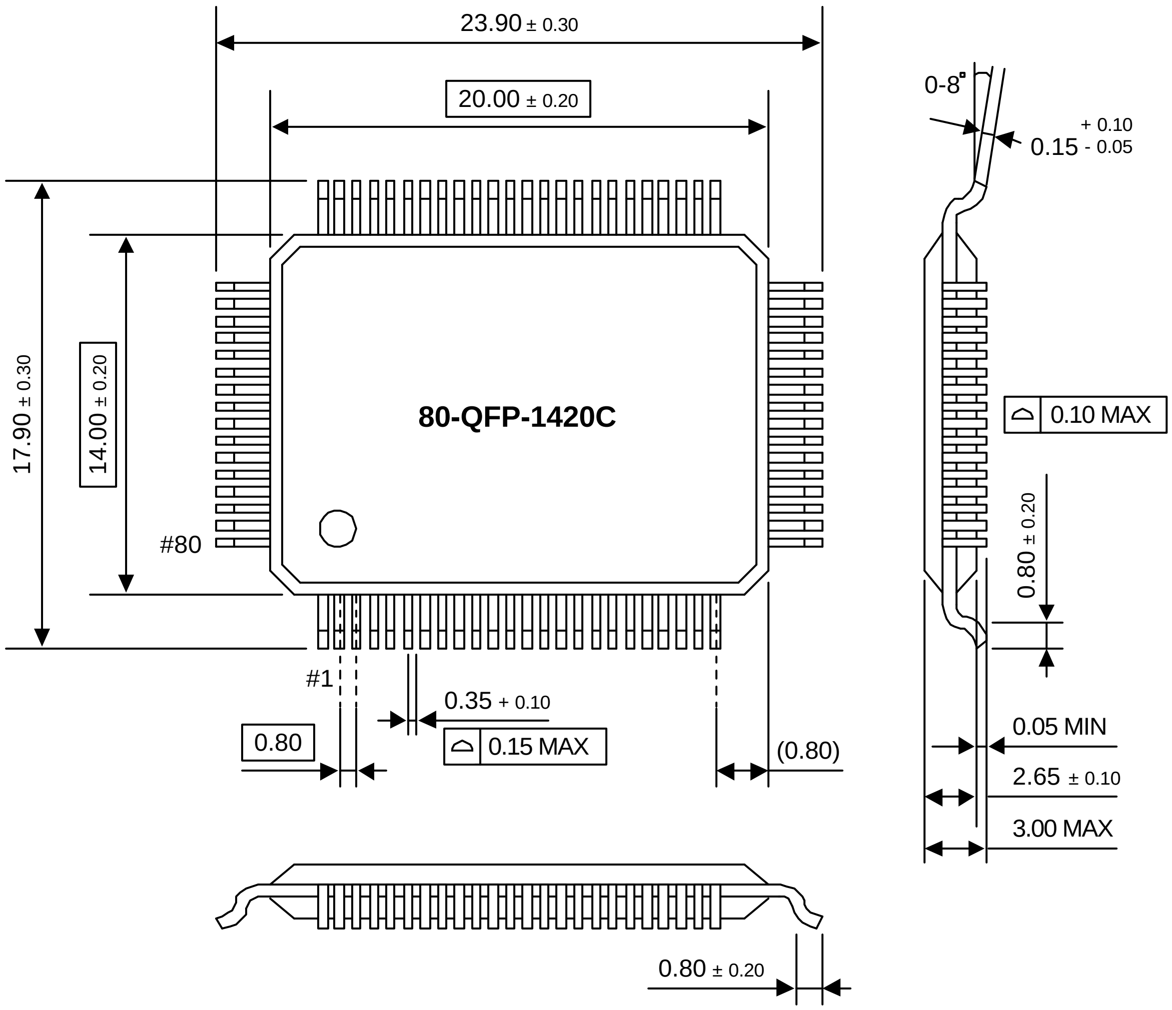
Figure 15-10. Serial Data Transfer Timing

NOTES

16 MECHANICAL DATA

OVERVIEW

The S3C72K8 microcontroller is currently available in a 80-pin QFP package.



NOTE: Dimensions are in millimeters.

Figure 16-1. 80-QFP-1420C Package Dimensions

NOTES

17 S3P72K8 OTP

OVERVIEW

The S3P72K8 single-chip CMOS microcontroller is the OTP (One Time Programmable) version of the S3C72K8 microcontroller. It has an on-chip OTP ROM instead of masked ROM. The EPROM is accessed by serial data format.

The S3P72K8 is fully compatible with the S3C72K8, both in function and in pin configuration except ROM size. Because of its simple programming requirements, the S3P72K8 is ideal for use as an evaluation chip for the S3C72K8.

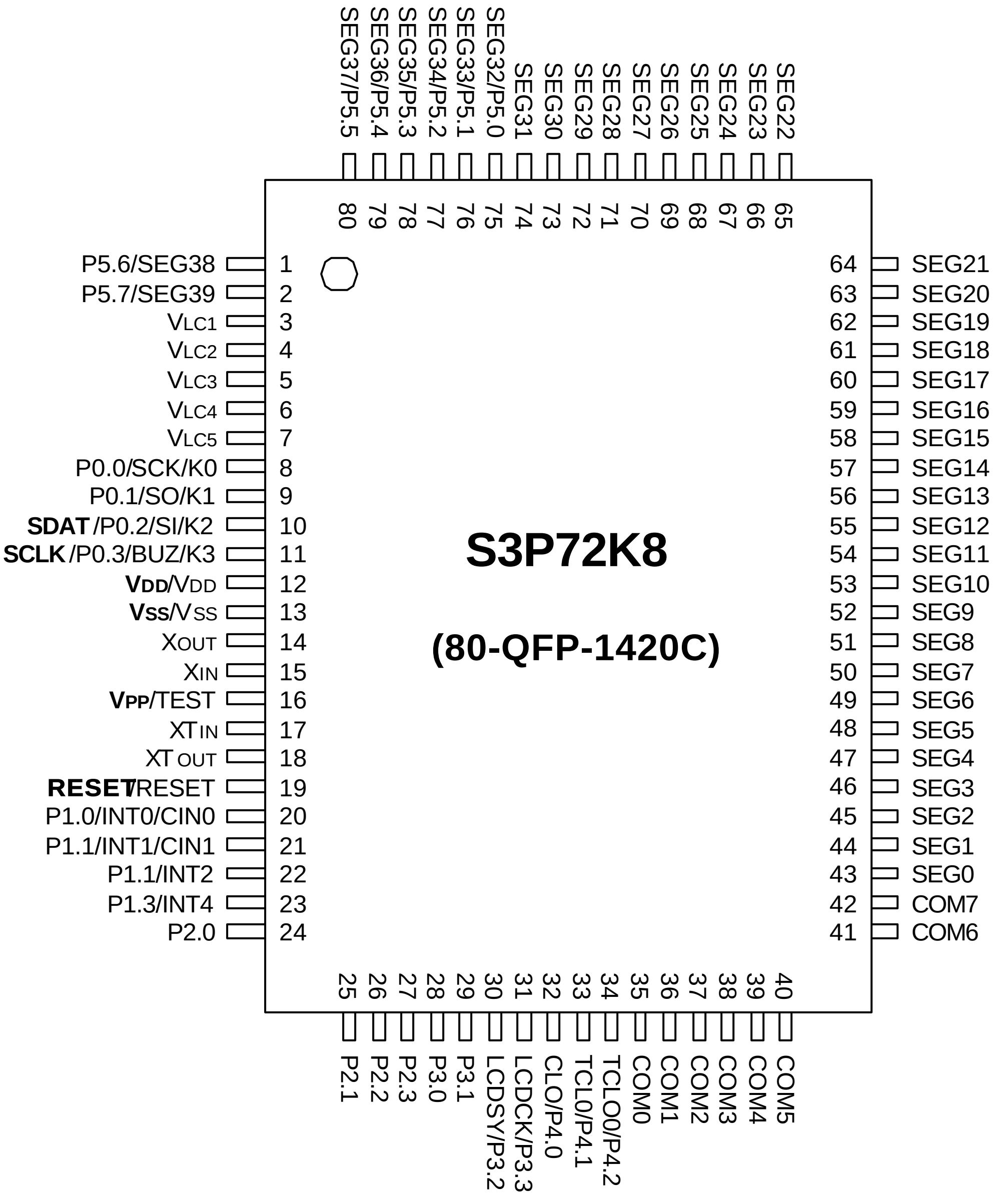


Figure 17-1. S3P72K8 Pin Assignments (80-QFP Package)

Table 17-1. Descriptions of Pins Used to Read/Write the EPROM

Main Chip	During Programming			
Pin Name	**Pin Name**	**Pin No.**	**I/O**	**Function**
P0.2	SDAT	10	I/O	Serial data pin. Output port when reading and input port when writing. Can be assigned as a Input/push-pull output port.
P0.3	SCLK	11	I	Serial clock pin. Input only pin.
TEST	V_{PP}	16	I	Power supply pin for EPROM cell writing (indicates that OTP enters into the writing mode). When 12.5 V is applied, OTP is in writing mode and when 5 V is applied, OTP is in reading mode. (Option)
RESET	RESET	19	I	Chip Initialization
V_{DD}/V_{SS}	V_{DD}/V_{SS}	12/13	I	Logic power supply pin. V_{DD} should be tied to +5 V during programming.

Table 17-2. Comparison of S3P72K8 and S3C72K8 Features

Characteristic	S3P72K8	S3C72K8
Program Memory	8-Kbyte EPROM	8-Kbyte mask ROM
Operating Voltage (V_{DD})	2.0 V to 5.5 V	2.0 V to 5.5 V
OTP Programming Mode	V_{DD} = 5 V, V_{PP} (TEST) = 12.5V	
Pin Configuration	80 QFP	80 QFP
EPROM Programmability	User Program 1 time	Programmed at the factory

OPERATING MODE CHARACTERISTICS

When 12.5 V is supplied to the V_{PP} (TEST) pin of the S3P72K8, the EPROM programming mode is entered. The operating mode (read, write, or read protection) is selected according to the input signals to the pins listed in Table 17-3 below.

Table 17-3. Operating Mode Selection Criteria

V_{DD}	V_{PP} (TEST)	REG/ MEM	Address (A15-A0)	R/W	Mode
5 V	5 V	0	0000H	1	EPROM read
	12.5 V	0	0000H	0	EPROM program
	12.5 V	0	0000H	1	EPROM verify
	12.5 V	1	0E3FH	0	EPROM read protection

NOTE: "0" means Low level; "1" means High level.

NOTES

18 DEVELOPMENT TOOLS

OVERVIEW

Samsung provides a powerful and easy-to-use development support system in turnkey form. The development support system is configured with a host system, debugging tools, and support software. For the host system, any standard computer that operates with MS-DOS as its operating system can be used. One type of debugging tool including hardware and software is provided: the sophisticated and powerful in-circuit emulator, SMDS2+, for S3C7, S3C9, S3C8 families of microcontrollers. The SMDS2+ is a new and improved version of SMDS2. Samsung also offers support software that includes debugger, assembler, and a program for setting options.

SHINE

Samsung Host Interface for In-Circuit Emulator, SHINE, is a multi-window based debugger for SMDS2+. SHINE provides pull-down and pop-up menus, mouse support, function/hot keys, and context-sensitive hyper-linked help. It has an advanced, multiple-windowed user interface that emphasizes ease of use. Each window can be sized, moved, scrolled, highlighted, added, or removed completely.

SAMA ASSEMBLER

The Samsung Arrangeable Microcontroller (SAM) Assembler, SAMA, is a universal assembler, and generates object code in standard hexadecimal format. Assembled program code includes the object code that is used for ROM data and required SMDS program control data. To assemble programs, SAMA requires a source file and an auxiliary definition (DEF) file with device specific information.

SASM57

The SASM57 is an relocatable assembler for Samsung's S3C7-series microcontrollers. The SASM57 takes a source file containing assembly language statements and translates into a corresponding source code, object code and comments. The SASM57 supports macros and conditional assembly. It runs on the MS-DOS operating system. It produces the relocatable object code only, so the user should link object file. Object files can be linked with other object files and loaded into memory.

HEX2ROM

HEX2ROM file generates ROM code from HEX file which has been produced by assembler. ROM code must be needed to fabricate a microcontroller which has a mask ROM. When generating the ROM code (.OBJ file) by HEX2ROM, the value 'FF' is filled into the unused ROM area up to the maximum ROM size of the target device automatically.

TARGET BOARDS

Target boards are available for all S3C7-series microcontrollers. All required target system cables and adapters are included with the device-specific target board.

OTPs

One time programmable microcontroller (OTP) for the S3C72K8 microcontroller and OTP programmer (Gang) are now available.

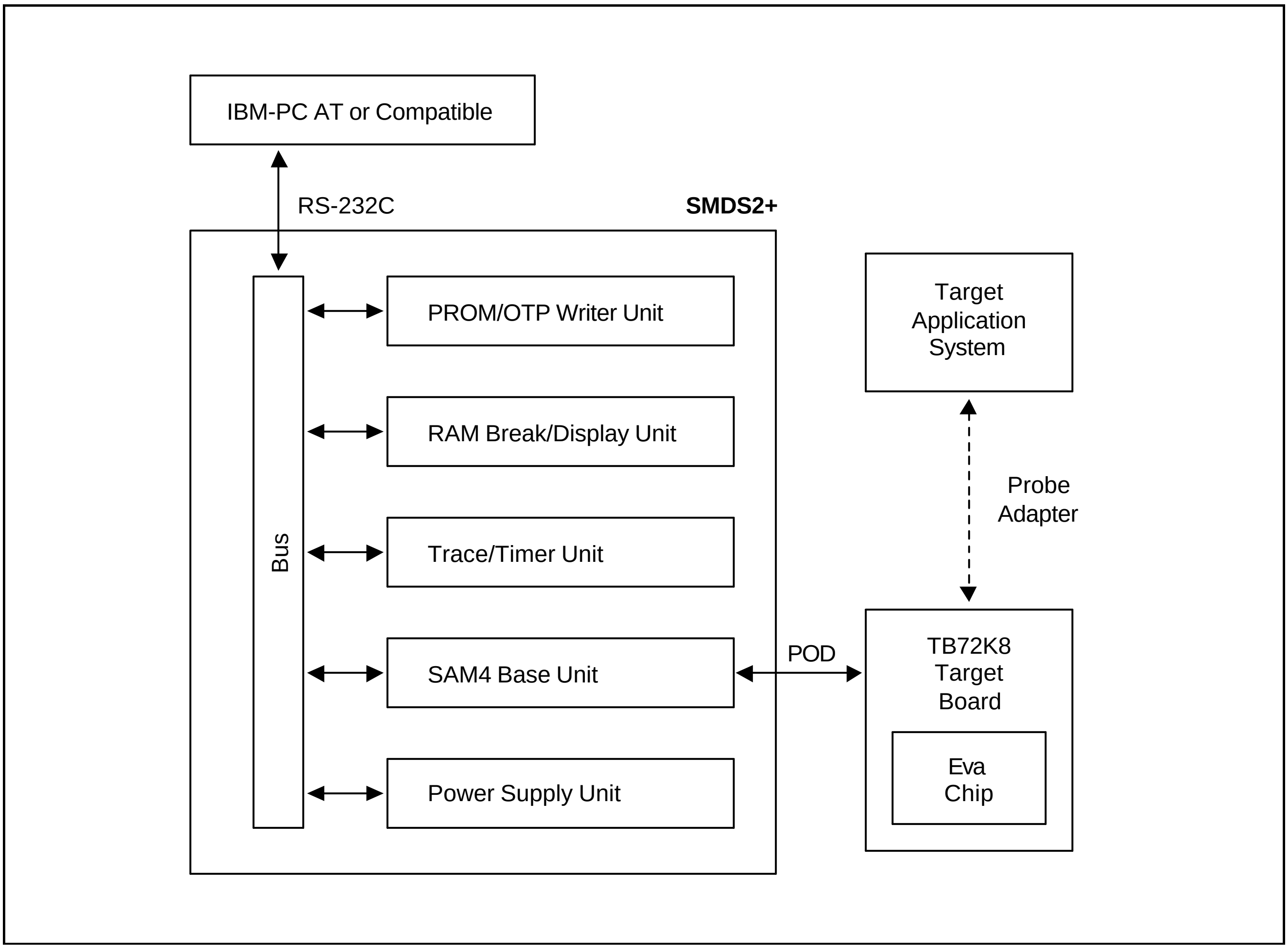


Figure 18-1. SMDS Product Configuration (SMDS2+)

TB72K8 TARGET BOARD

The TB72K8 target board is used for the S3C72K8/P72K8 microcontroller. It is supported by the SMDS2+ development system.

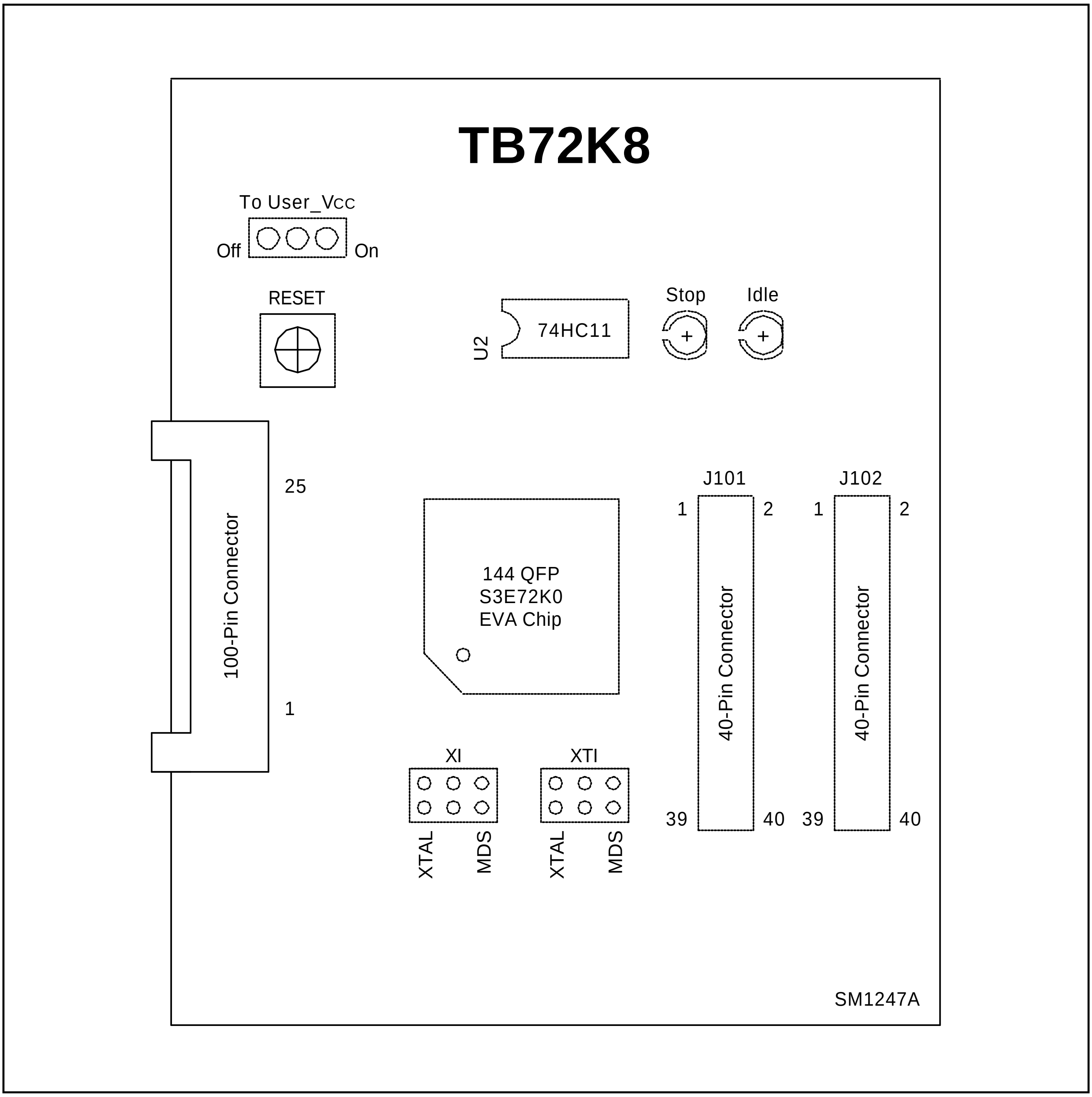


Figure 18-2. TB72K8 Target Board Configuration

Table 18-1. Power Selection Settings for TB72K8

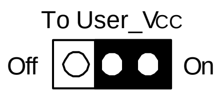
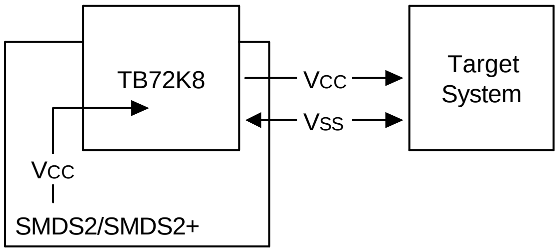
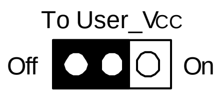
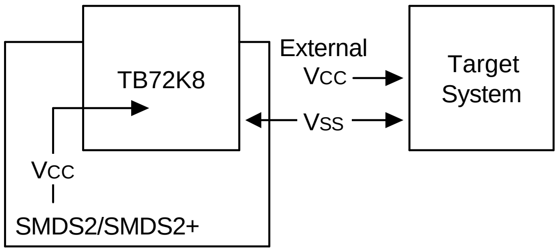
<table>
<tr><th>'To User_Vcc' Settings</th><th>Operating Mode</th><th>Comments</th></tr>
<tr><td></td><td></td><td>The SMDS2/SMDS2+ supplies V_{CC} to the target board (evaluation chip) and the target system.</td></tr>
<tr><td></td><td></td><td>The SMDS2/SMDS2+ supplies V_{CC} only to the target board (evaluation chip). The target system must have its own power supply.</td></tr>
</table>

Table 18-2. Main-clock Selection Settings for TB72K8

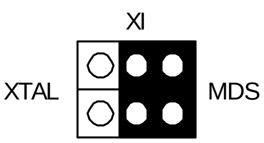
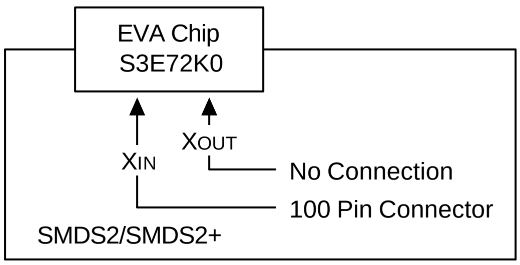
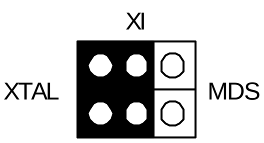
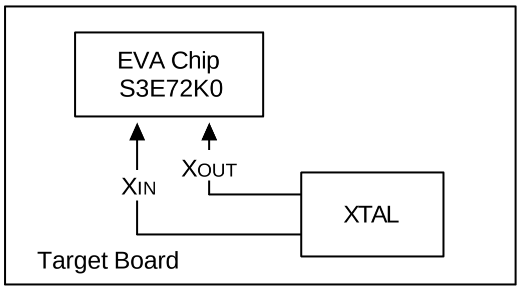
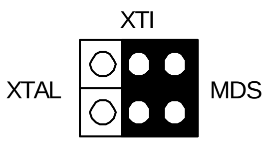
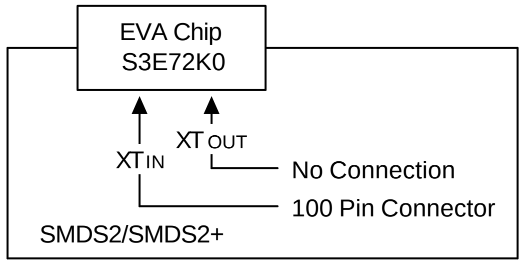
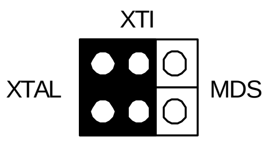
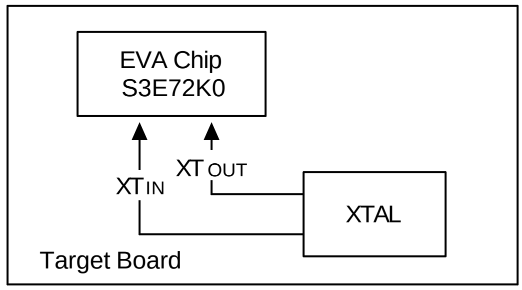
<table>
<tr><th>Sub Clock Setting</th><th>Operating Mode</th><th>Comments</th></tr>
<tr><td></td><td></td><td>Set the XI switch to “MDS” when the target board is connected to the SMDS2/SMDS2+.</td></tr>
<tr><td></td><td></td><td>Set the XI switch to “XTAL” when the target board is used as a standalone unit, and is not connected to the SMDS2/SMDS2+.</td></tr>
</table>

Table 18-3. Sub-clock Selection Settings for TB72K8

Sub Clock Setting	Operating Mode	Comments
		Set the XTI switch to "MDS" when the target board is connected to the SMDS2/SMDS2+.
		Set the XTI switch to "XTAL" when the target board is used as a standalone unit, and is not connected to the SMDS2/SMDS2+.

IDLE LED

This LED is ON when the evaluation chip (S3E72K0) is in idle mode.

STOP LED

This LED is ON when the evaluation chip (S3E72K0) is in stop mode.

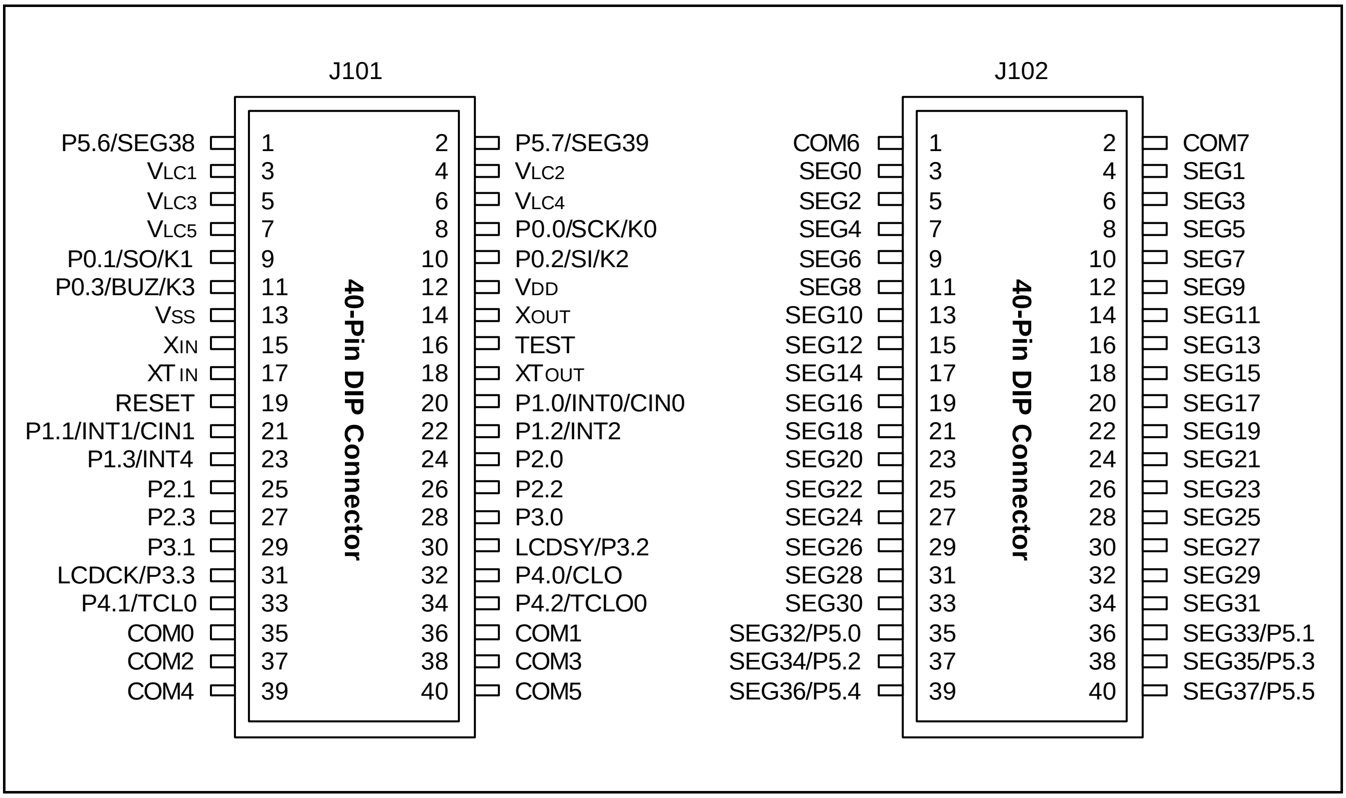


Figure 18-3. 40-Pin Connectors for TB72K8

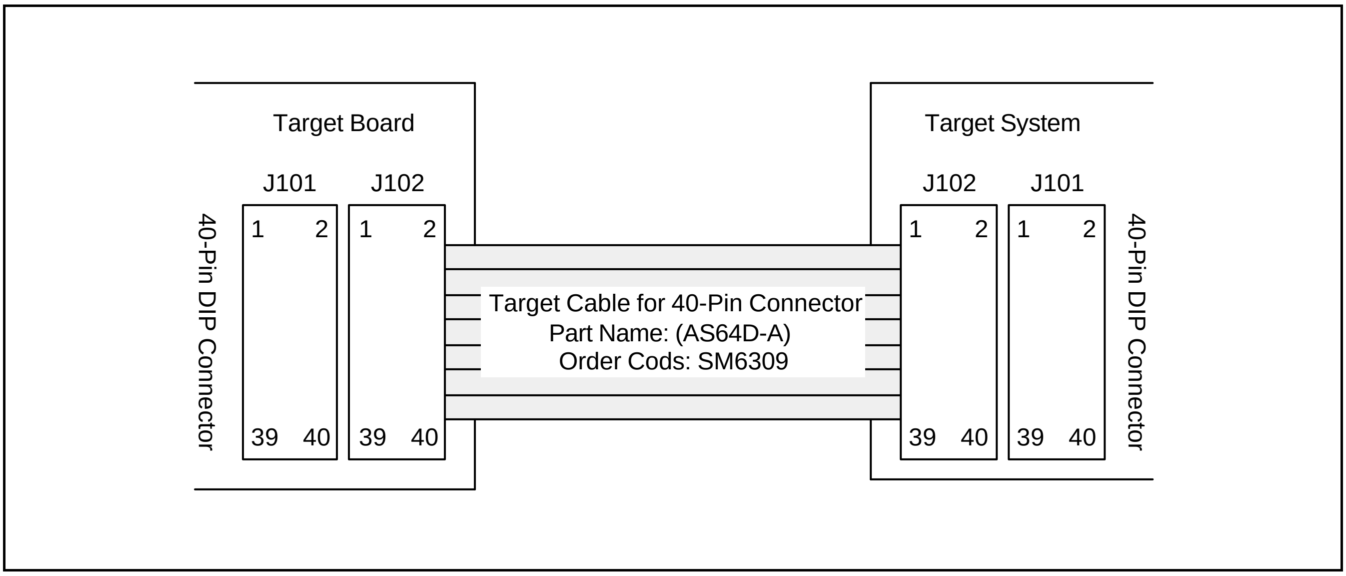


Figure 18-4. TB72K8 Adapter Cable for 80-QFP Package (S3C72K8/P72K8)